FROM OUT OF THE FUTURE...

U-FORCE™

POWER FIELD CONTROLLER™ FOR YOUR NINTENDO ENTERTAINMENT SYSTEM®

IMPORTANT!
READ CAREFULLY BEFORE USING YOUR U-FORCE!

INSTRUCTIONS

FROM OUT OF THE FUTURE....

POWER FIELD CONTROLLER™ FOR YOUR NINTENDO ENTERTAINMENT SYSTEM®

INSTRUCTIONS

ACKNOWLEDGEMENTS

Special thanks to: Dave Capper, Kristine Souza, Stan Axelrod, Bruce Janis, Larry Lynch, Ted Leno, Ed Bernstein, Cynthia Wuthmann, Patricia Brenner, Alan Weiss, Tom Marcus, Kirsten Torres, Kim Currie, David Kessler, Bryan Ludwig, John Baker, Roy Ritola, Jeff Kaplan, Alan Lewis, Henry Yamamoto, Jay Smith, Don Panec... and of course, Josh Reed.

Manual design and production: Caroline G. Rennard
CGR Design

Illustration: Chuck Patton, Berenice Iriks

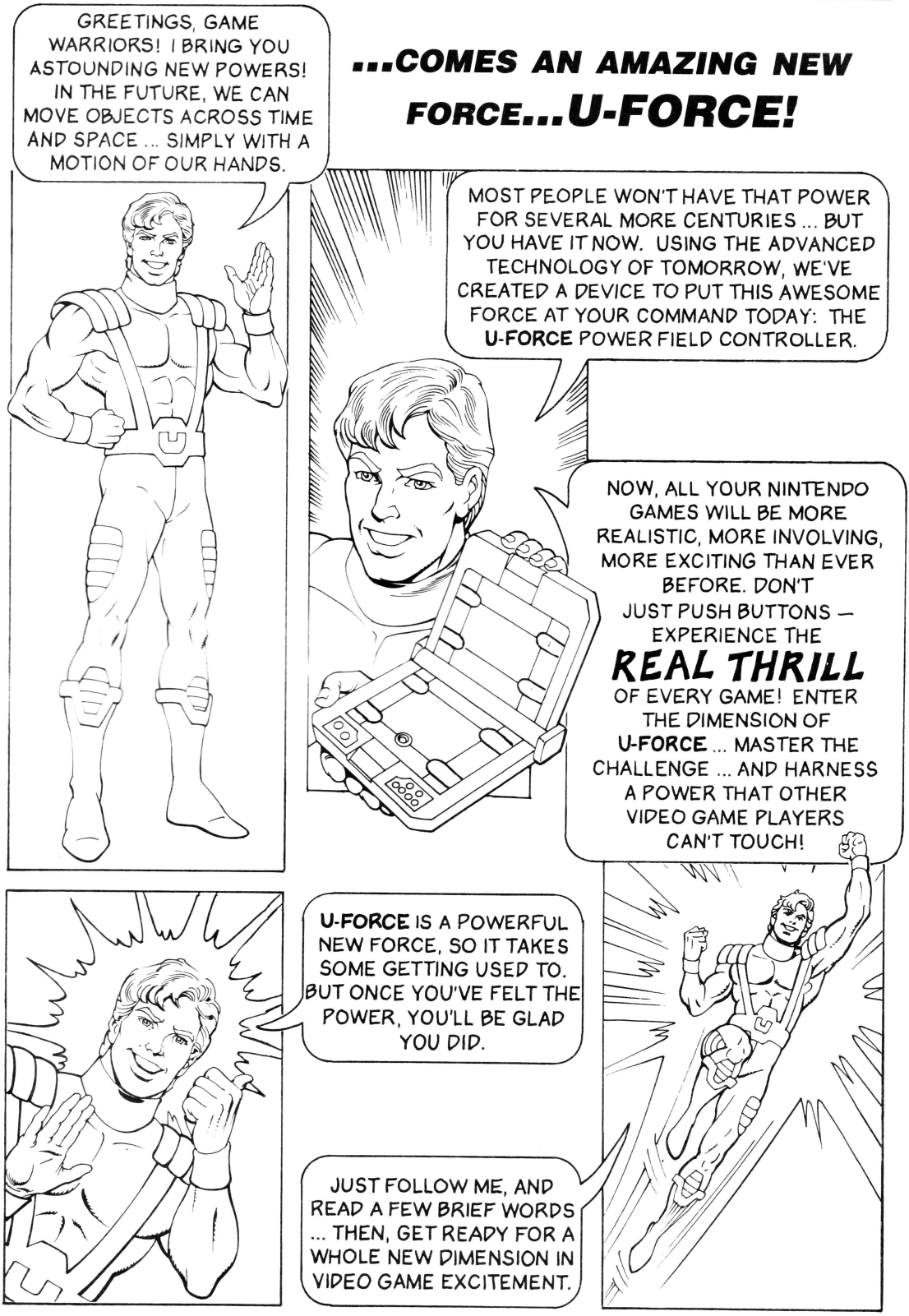
040
© Copyright 1990 Brøderbund Software, Inc. All rights reserved.

CONTENTS

From out of the Future 1
Getting Started Quickly 2
How To Use Your U-FORCE Power Field Controller ... 3
U-FORCE Accessories 8
How U-FORCE Works 10
Important Notes 11
Instructions For 6 Popular Games:
- Mike Tyson's Punch-Out!!® 13
- Top Gun™ 16
- Rad Racer™ 19
- Rad Racer II™ 21
- Super Mario Bros.® 22
- Track & Field II™ 25

Game Chart 26
Troubleshooting Guide 31
Care and Maintenance 33
Warranty Information 34

FROM OUT OF THE FUTURE...


GREETINGS, GAME WARRIORS! I BRING YOU ASTOUNDING NEW POWERS! IN THE FUTURE, WE CAN MOVE OBJECTS ACROSS TIME AND SPACE ... SIMPLY WITH A MOTION OF OUR HANDS.
...COMES AN AMAZING NEW FORCE...U-FORCE!
MOST PEOPLE WON'T HAVE THAT POWER FOR SEVERAL MORE CENTURIES ... BUT YOU HAVE IT NOW. USING THE ADVANCED TECHNOLOGY OF TOMORROW, WE'VE CREATED A DEVICE TO PUT THIS AWESOME FORCE AT YOUR COMMAND TODAY: THE U-FORCE POWER FIELD CONTROLLER.
NOW, ALL YOUR NINTENDO GAMES WILL BE MORE REALISTIC, MORE INVOLVING, MORE EXCITING THAN EVER BEFORE. DON'T JUST PUSH BUTTONS — EXPERIENCE THE REAL THRILL OF EVERY GAME! ENTER THE DIMENSION OF U-FORCE ... MASTER THE CHALLENGE ... AND HARNESS A POWER THAT OTHER VIDEO GAME PLAYERS CAN'T TOUCH!
U-FORCE IS A POWERFUL NEW FORCE, SO IT TAKES SOME GETTING USED TO. BUT ONCE YOU'VE FELT THE POWER, YOU'LL BE GLAD YOU DID.
JUST FOLLOW ME, AND READ A FEW BRIEF WORDS ... THEN, GET READY FOR A WHOLE NEW DIMENSION IN VIDEO GAME EXCITEMENT.

GETTING STARTED QUICKLY

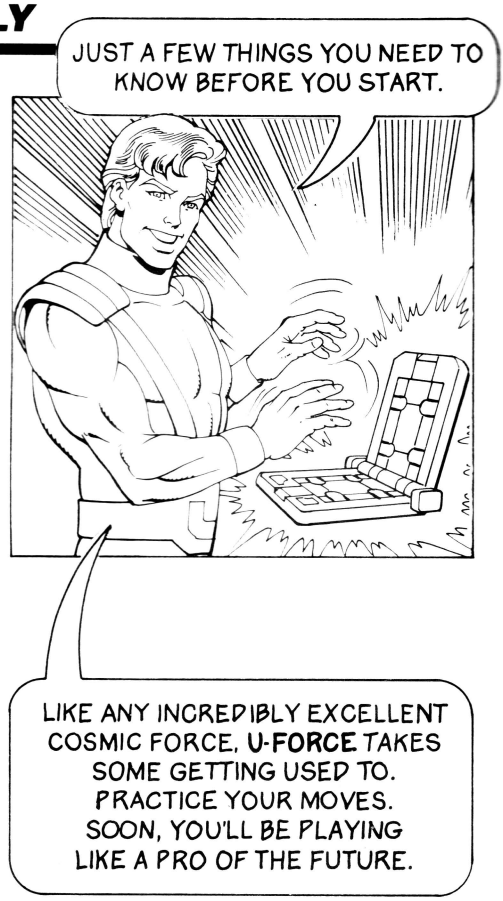
While most Nintendo games will work with **U-FORCE**, the following are some of our favorites...

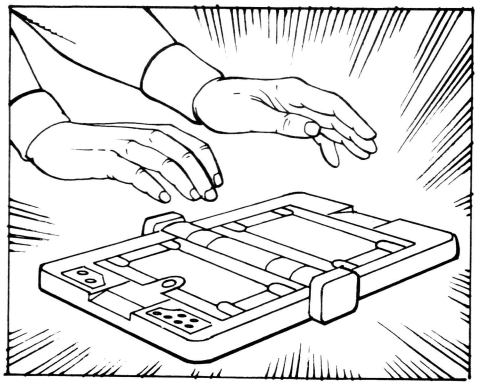
- **Mike Tyson's Punch-Out!!®**
- **Top Gun™**
- **Rad Racer™**
- **Rad Racer II™**
- **Super Mario Bros.®**
- **Track & Field II™**

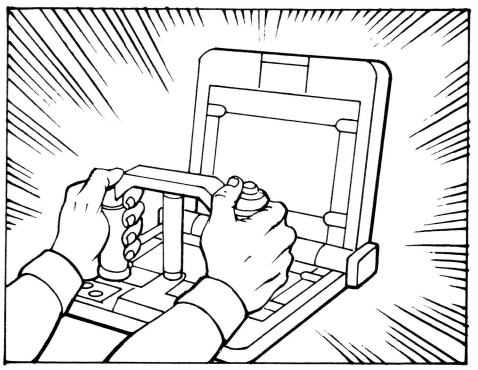
If you have one of these games, you can get started quickly by only reading certain pages. Choose one of the games, then read the following sections:

- **How to Use Your U-FORCE (Page 3)**
- **Important Notes (Page 11)**
- **...And, the individual game instructions.**

Carefully read the instructions and refer back to them if you have problems. If you do not have any of the games on the chart above, we strongly encourage you to read *all* of these instructions before getting started.


JUST A FEW THINGS YOU NEED TO KNOW BEFORE YOU START.
LIKE ANY INCREDIBLY EXCELLENT COSMIC FORCE, U-FORCE TAKES SOME GETTING USED TO. PRACTICE YOUR MOVES. SOON, YOU'LL BE PLAYING LIKE A PRO OF THE FUTURE.

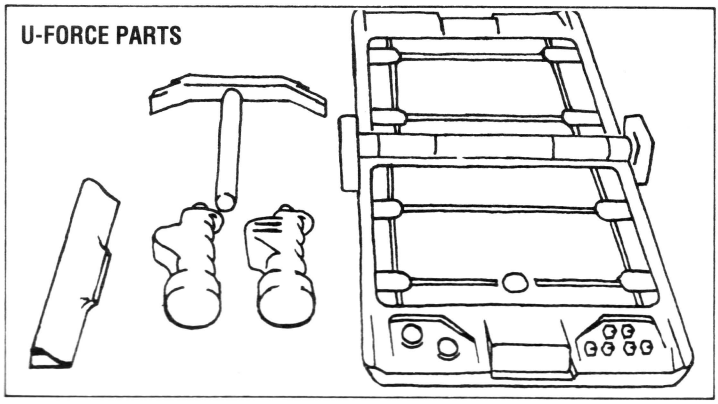




How To Use Your U-FORCE Power Field Controller

Unpacking

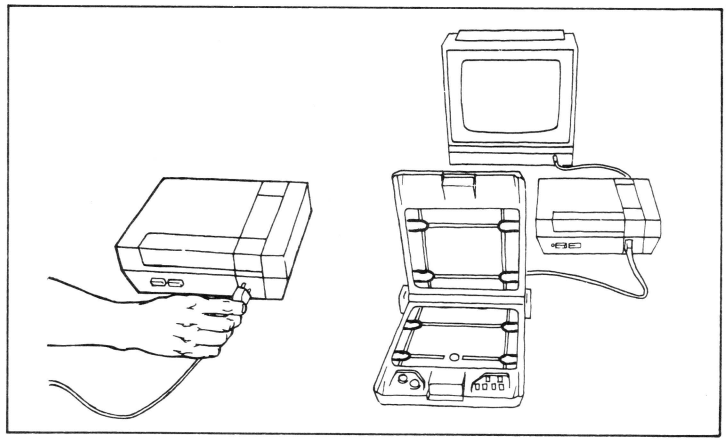
Carefully remove the **U-FORCE** Controller, T-Bar Handle, Power Bar and 2 Firing Grips from the package. Check the parts diagram on this page to make sure you aren't missing anything. Save **U-FORCE** packaging materials in case you need to pack or ship it later on.



Connecting to Your Nintendo Entertainment System®

To connect the **U-FORCE** Controller to your Nintendo Control Deck, simply plug **U-FORCE** into **Controller Port #1**, with the power turned **off**. **U-FORCE** needs no batteries or power supply.

For **two-player games,** you can use two **U-FORCE** Controllers, or one **U-FORCE** and one regular controller. Plug either controller into either Controller Port on your Nintendo.

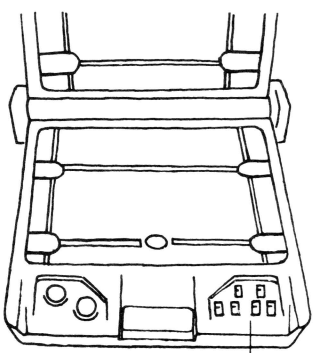


Setting Up

1. Choose the game you want to play. (For some great games to get started with, see page 5)

2. See chart on page 26, or Game Chart card, to find the proper **U-FORCE** position ... **FLAT** or **UPRIGHT**... for the game you've chosen. In the Upright position, **the Top panel should be tilted slightly towards you for most games.** The chart will tell you which position to use. A click-stop will hold the panel in the right position.

3.



Game Switches

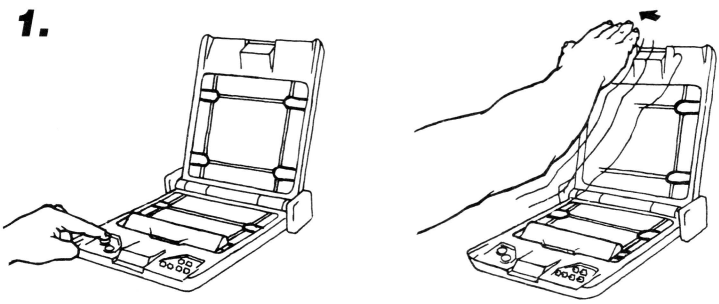
SET **U-FORCE** GAME SWITCHES FOR THE GAME YOU WANT TO PLAY. SEE CHART ON PAGE 26, OR GAME CHART CARD. **IMPORTANT: THE GAME SWITCHES AND THE TOP PANEL MUST BE SET CORRECTLY FOR EACH GAME.**

4. For games played in Modes A, C, or D we recommend that you start by using the T-Bar Handle and Firing Grips (see page 8 for set-up and use). After you get a feel for **U-FORCE**, you can play most games using just your hands.

5. If the game allows and you would like **Turbo Fire,** set the Turbo Switches on the **U-FORCE** Controller to the "ON" position.

Playing Games

1.



WHENEVER SCREEN SAYS **"START GAME"** OR **"PRESS START,"** PRESS THE "START" BUTTON ON YOUR **U-FORCE.** TO AVOID INTERFERING WITH THE "START" FUNCTION, MAKE SURE TO **KEEP YOUR HAND AWAY FROM THE U-FORCE SENSORS AND FIRING GRIPS WHILE PRESSING THE START BUTTON.** SOME GAMES MAY BE STARTED BY WAVING YOUR HAND SLOWLY OVER THE TOP SENSOR. TRY THIS, AND IF IT DOESN'T WORK, PRESS "START" BUTTON.

2. When screen says "**Select**," you can press "Select" Button on your **U-FORCE**, or you may need to use the directional control on **U-FORCE** (move left, move right, move up, move down) to move the "Select" arrow on screen to the desired position.

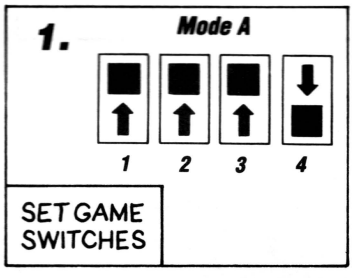
3. To **enter codes** (such as pass key numbers) in some games, you can use a normal Nintendo controller plugged into the second port. If this does not work with your game, set your **U-FORCE** in the Flat ("E") Mode and enter code using directional controls. Then return to proper game mode to play game.

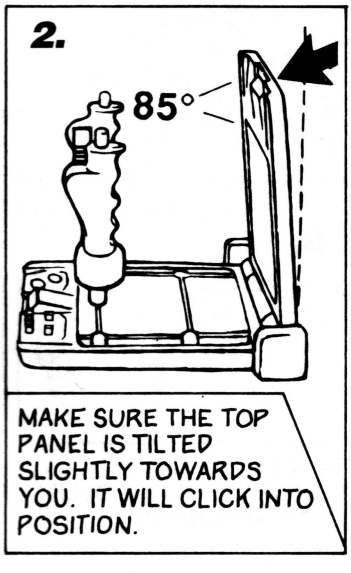
4. If you are playing one of the following games, turn to the specific game instructions on the page indicated:

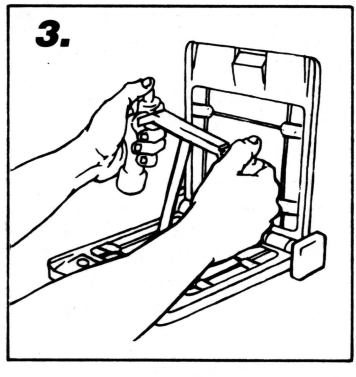
- **Mike Tyson's Punch Out!! .....page 13**
- **Rad Racer.....page 19**
- **Top Gun .....page 16**
- **Super Mario Bros .....page 22**

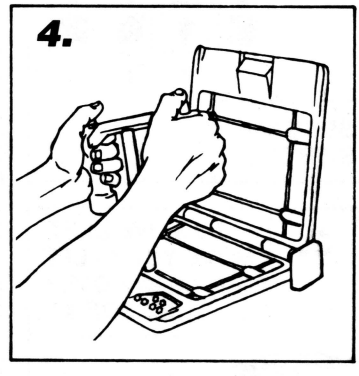
Most other games are played in either the Standard Upright ("A") Mode or the Flat ("E") Mode. Check the Game Chart on page 26 to find the best mode for your game. Then follow the instructions for Mode A or Mode E on the next few pages.

Upright ("A") Mode (with T-Bar Handle and Firing Grips)



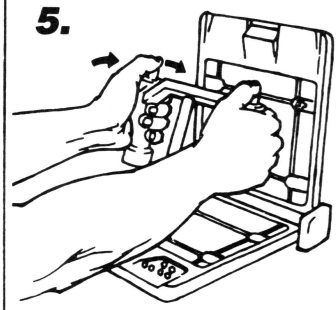






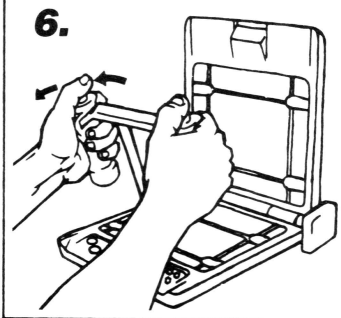
AS YOU MOVE FROM SIDE TO SIDE DON'T TWIST THE T-BAR!

5.



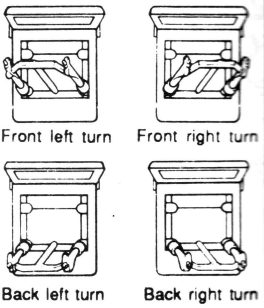
TO MOVE **UP** OR **FORWARD**: PUSH T-BAR HANDLE FORWARD (AWAY FROM YOU).

6.



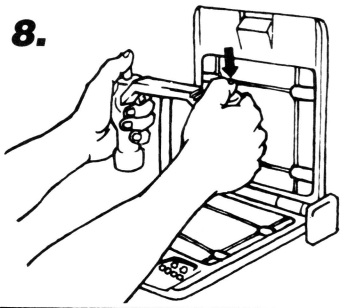
TO MOVE **DOWN** OR **BACKWARD**: PULL T-BAR HANDLE BACK (TOWARDS YOU).

7.



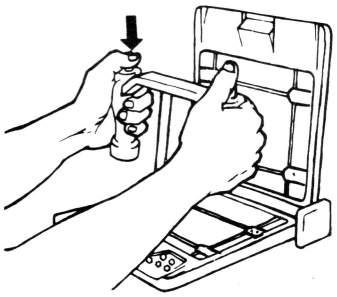
TO MOVE **DIAGONALLY**: MOVE T-BAR RIGHT OR LEFT AND FORWARD OR BACK AT THE SAME TIME.

8.



TO **FIRE "A"** BUTTON: PRESS RIGHT FIRING GRIP BUTTON.

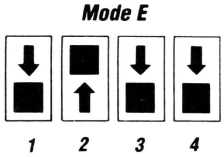
9.



TO **FIRE "B"** BUTTON: PRESS LEFT FIRING GRIP BUTTON.

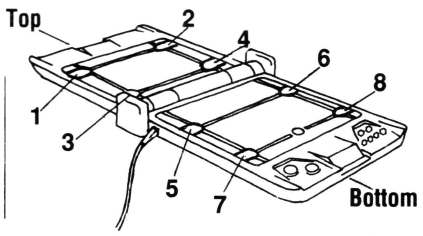
FLAT ("E") MODE

1.



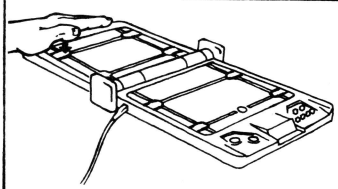
SET GAME SWITCHES

2.

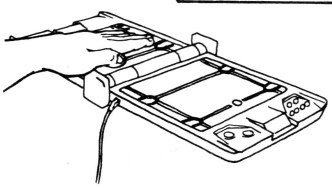


LAY THE **U-FORCE** PANELS FLAT, MAKING SURE THAT THE CORD IS FACING YOU.

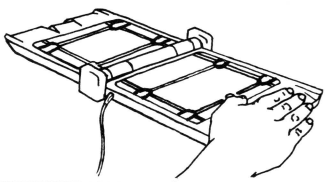
3. TO MOVE **LEFT**: MOVE YOUR LEFT HAND OVER SENSOR #1.



4. TO MOVE **RIGHT**: MOVE YOUR RIGHT HAND OVER SENSOR #3.

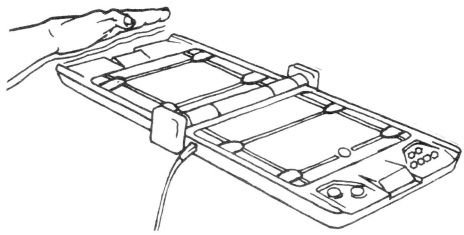


5.



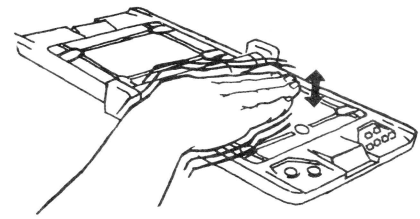
TO MOVE **UP**: MOVE YOUR RIGHT HAND OVER BOTTOM SENSOR.

6.



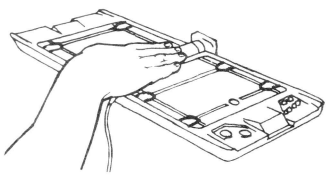
TO MOVE **DOWN**: MOVE YOUR LEFT HAND OVER TOP SENSOR.

7.

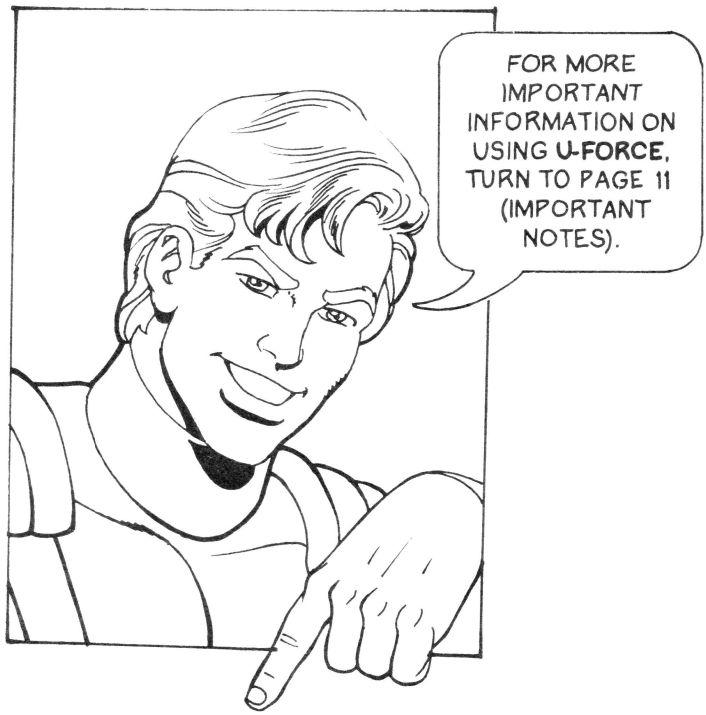


TO **FIRE "A"** BUTTON: MOVE YOUR RIGHT HAND OVER SENSOR **#7**.

8.



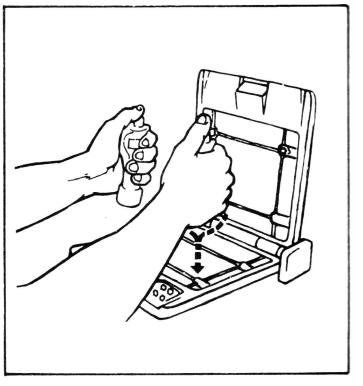
TO **FIRE "B"** BUTTON: MOVE YOUR LEFT HAND OVER SENSOR #5.



U-FORCE ACCESSORIES

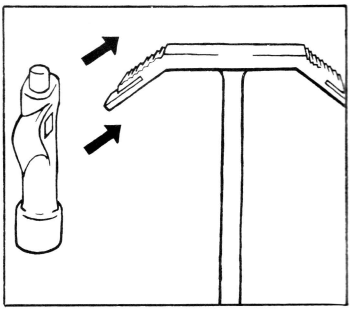
THESE ARCADE CONTROL ACCESSORIES WILL HELP YOU GET A FEEL FOR U-FORCE. THEN, TRY USING JUST YOUR HANDS, LIKE WE DO IN THE FUTURE.

1. The **T-Bar Handle** with **Firing Grips** provides realistic feel and control for driving and flying games. You may want to use the Handle at first to help you learn proper hand position. Then, try playing with just the Firing Grips, and then with just your hands, for even more challenge.

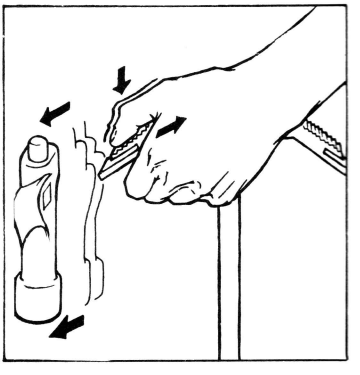


When using Firing Grips or hands, make sure they are positioned **directly** over sensors **#7** and **#8.** (See sensor diagram Pg. 10).

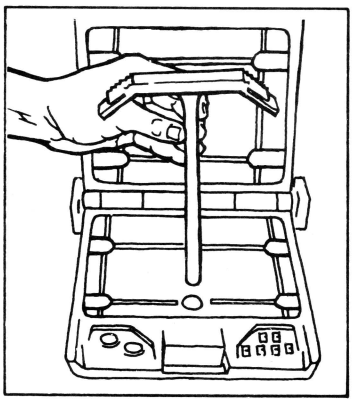
2A. To **connect Firing Grips** to **T-Bar Handle**: Attach the right-hand Firing Grip (identified with a small "R") onto the right side of the T-Bar Handle (also identified with a small "R"). Repeat for left side. The Firing Buttons should be on top, and the grips on the handle should face toward the Top (vertical) panel of **U-FORCE**.



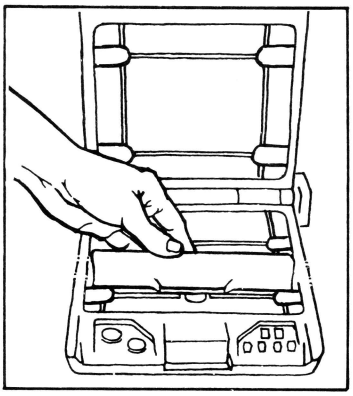
2B. To **remove** Firing Grips, press down snap lock on T-Bar Handle, then pull Firing Grip off of T-Bar Handle.



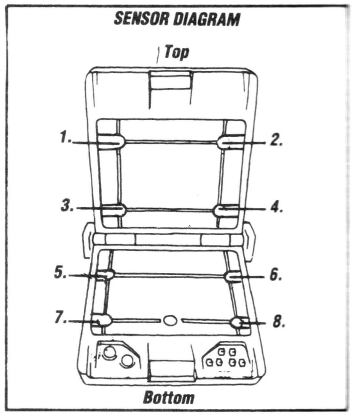
3. To connect **T-Bar Handle** to **U-FORCE**, place Handle into the socket in **U-FORCE**'s bottom panel. If you are using Firing Grips with the T-Bar Handle, attach them to the T-Bar before placing T-Bar Handle in the **U-FORCE** unit.



4. To connect **Power Bar**™ to **U-FORCE**, place it in the socket in **U-FORCE**'s bottom panel, so that the pins slide into holes in the bottom panel. Power Bar extends the Power Field out to the side of **U-FORCE** for playing certain games.



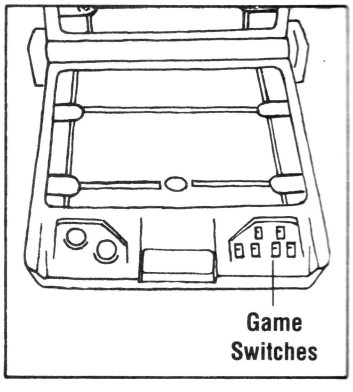
How U-FORCE Works



U-FORCE uses an array of safe **infrared light sensors** to create an invisible three-dimensional **Power Field.**

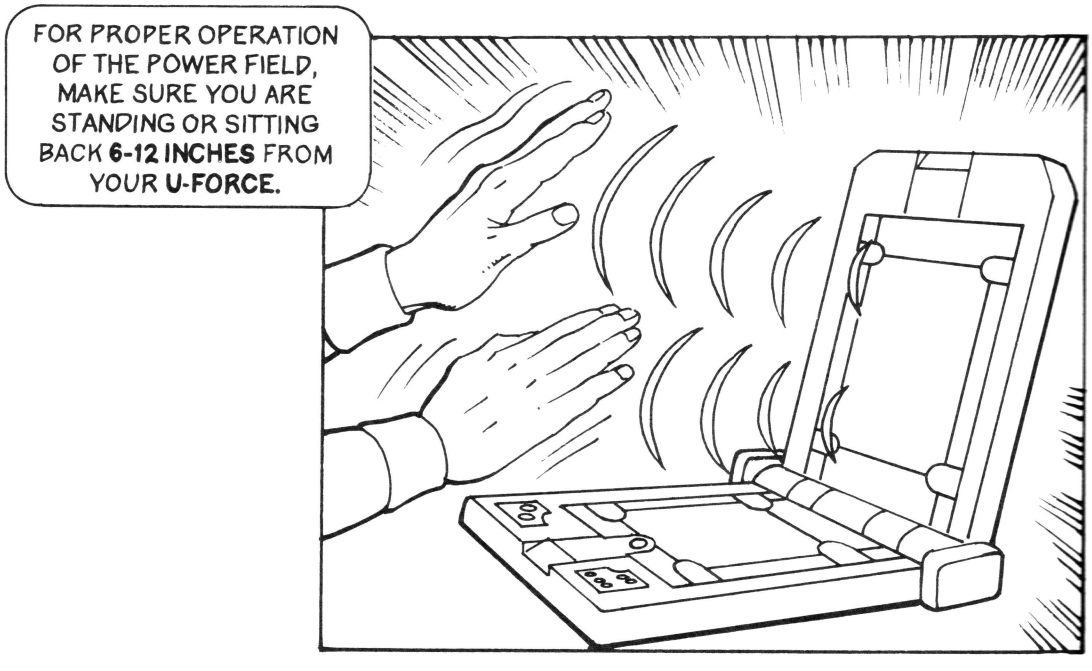
The Power Field senses the **position** and **motion** of objects within it by combining information from all its sensors.

To avoid light "reflections" that can affect game control, make sure you keep your body at least **6-12 inches** from the **U-FORCE** panels when playing. Light colored clothing, especially white or pink, may also cause unwanted reflections.



The **Game Switches** on **U-FORCE**'s bottom panel adjust **U-FORCE** to provide the right on-screen response for each game.

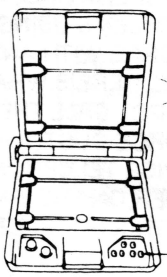
U-FORCE responds to the position of your hands, arms and body. It can sense your motions equally well whether you're using accessories or just your hands.



IMPORTANT NOTES

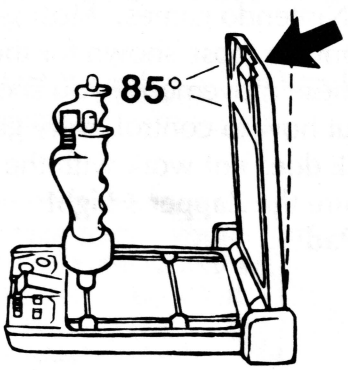
TO REALLY MASTER THE INCREDIBLE POWER OF **U-FORCE**, THERE ARE A FEW THINGS TO REMEMBER. THESE TECHNIQUES WILL HELP YOU LEARN FASTER, PLAY BETTER, SCORE HIGHER.

1.



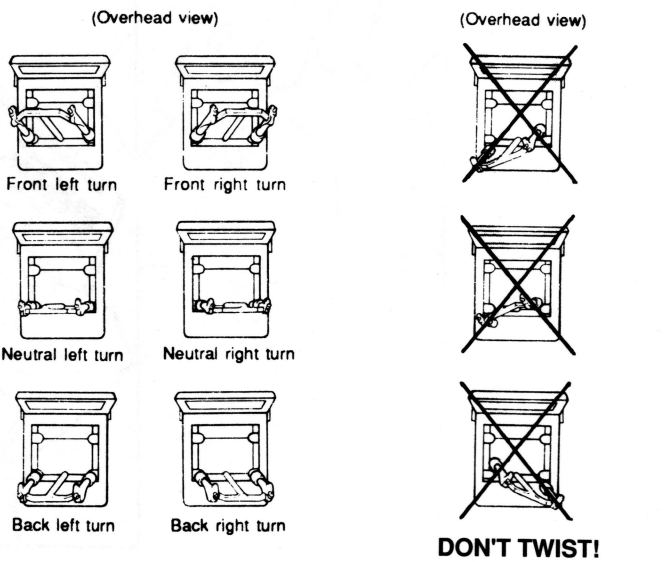
TOP PANEL AND GAME SWITCHES MUST BE SET CORRECTLY FOR YOUR **U-FORCE** TO WORK. SEE "GAME CHART" (PAGE 26-29).

2.



WHEN USING THE T-BAR HANDLE, MAKE SURE THAT THE TOP PANEL IS TILTED SLIGHTLY TOWARDS YOU. THERE IS A CLICK STOP TO HOLD THE TOP PANEL AT THIS POSITION.

3. When using the T-Bar and Firing Grips with your **U-FORCE**, make sure you don't twist the T-Bar when you move forward or back, left or right. If you twist the T-Bar, the **U-FORCE** may not see your actions correctly.



4. At first, controlling the game action with your **U-FORCE** may be challenging. Watch the action on the screen and try adjusting your moves within the **U-FORCE** field to learn how to make the move you want. With practice, you will soon be able to smoothly and easily control game action.

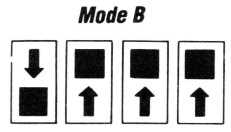
5. Your **U-FORCE** operates with harmless infrared light. For proper operation, **sit or stand back 6 to 12 inches from your U-FORCE**. Otherwise, particularly if you are wearing white or pink clothing, light may reflect off you and interfere with operation of the unit.

On the following pages you'll find instructions on how to use your **U-FORCE** Power Field Controller with six popular Nintendo games. **U-FORCE** works with almost all Nintendo games. Most games use similar movements to those shown for these six games. Using these movements, you should be able to figure out how to control every game. **Note: U-FORCE** does **not** work with the few games that require the **Zapper® Light Gun** or **Power Pad™**.

IF YOU'VE READ ALL THE INSTRUCTIONS IN THIS BOOKLET, AND YOU'RE STILL HAVING PROBLEMS USING U-FORCE WITH ANY GAME, HERE'S WHAT TO DO: CALL THE U-FORCE CUSTOMER SERVICE TELEPHONE NUMBER ON THE BACK OF THIS BOOKLET.
U-FORCE

STARTING UP

1.



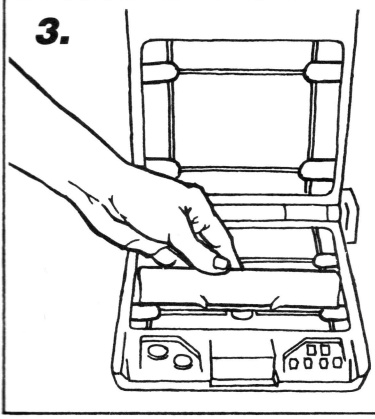
SET GAME SWITCHES

2.

PLACE **U-FORCE** CONTROLLER IN **TILT-BACK** POSITION. TILT **U-FORCE**'S UPRIGHT PANEL SLIGHTLY AWAY FROM YOU, AT A 110° ANGLE — A NOTCH WILL HOLD IT IN THAT POSITION.

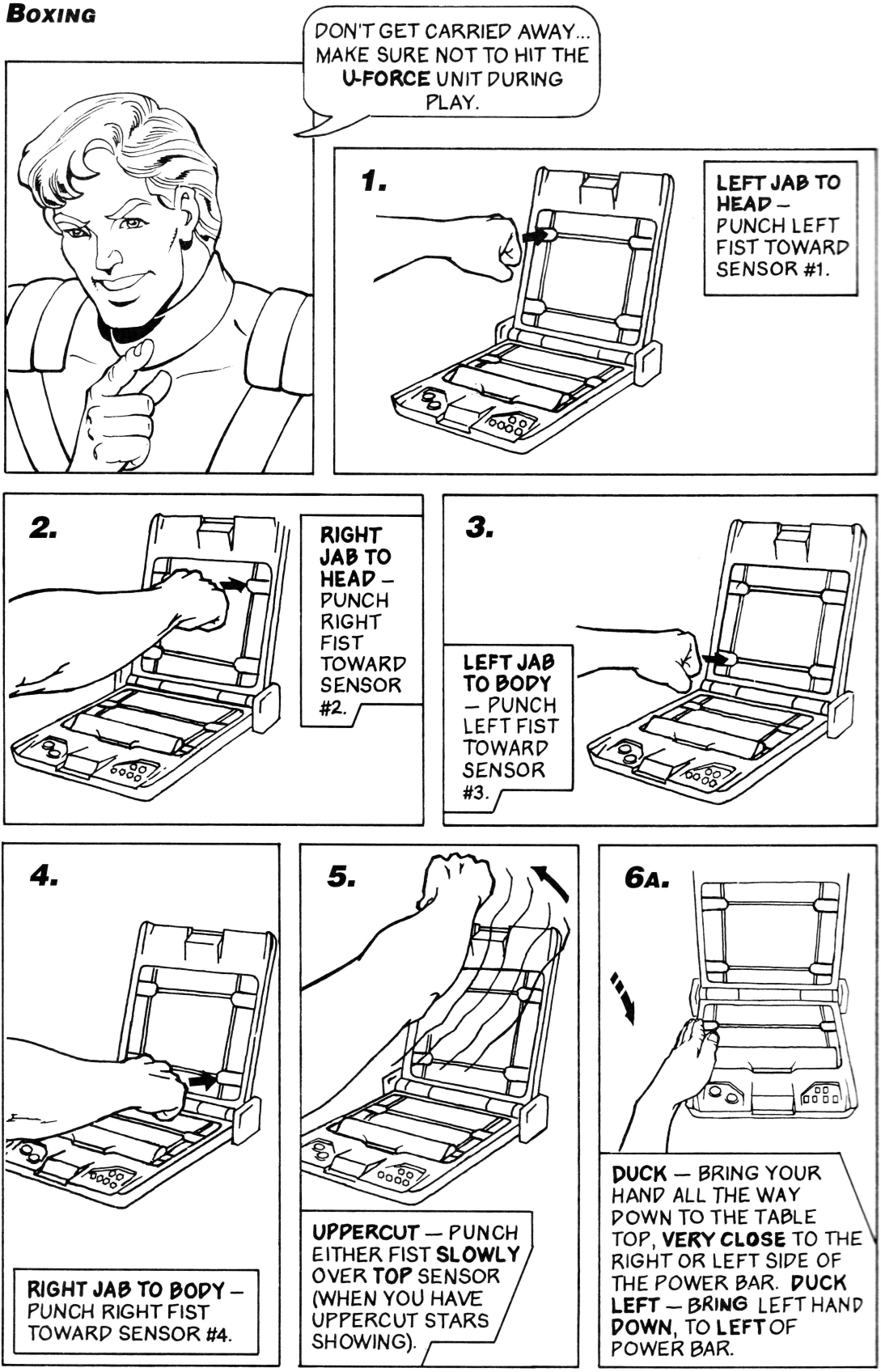
ATTACH **POWER BAR.**

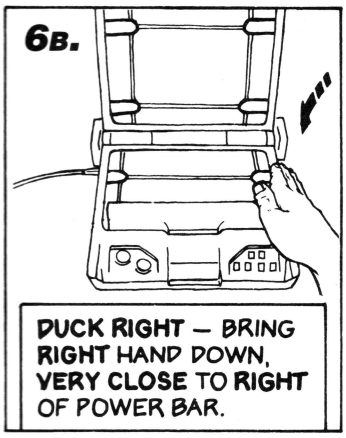
3.

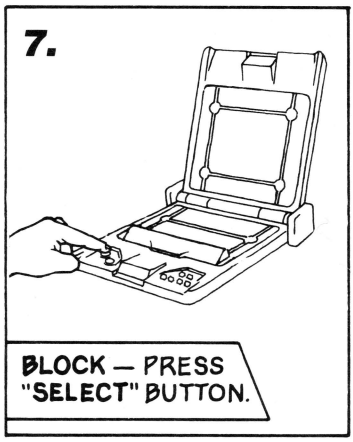


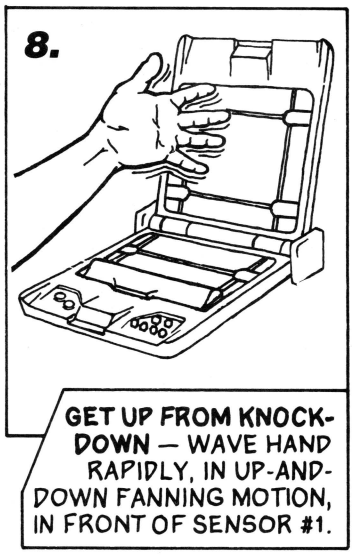
4. **Start Game** — wave hand slowly over **top** sensor.

5. **Start Round** — wave hand slowly over **top** sensor.

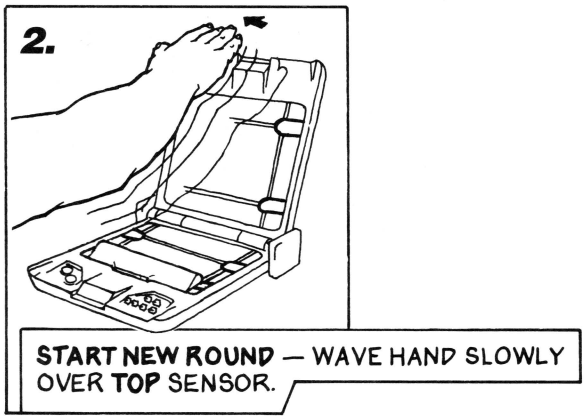

DON'T GET CARRIED AWAY... MAKE SURE NOT TO HIT THE **U-FORCE** UNIT DURING PLAY.
1.
LEFT JAB TO HEAD – PUNCH LEFT FIST TOWARD SENSOR #1.
2.
RIGHT JAB TO HEAD – PUNCH RIGHT FIST TOWARD SENSOR #2.
3.
LEFT JAB TO BODY – PUNCH LEFT FIST TOWARD SENSOR #3.
4.
RIGHT JAB TO BODY – PUNCH RIGHT FIST TOWARD SENSOR #4.
5.
UPPERCUT – PUNCH EITHER FIST **SLOWLY** OVER **TOP** SENSOR (WHEN YOU HAVE UPPERCUT STARS SHOWING).
6A.
DUCK – BRING YOUR HAND ALL THE WAY DOWN TO THE TABLE TOP, **VERY CLOSE** TO THE RIGHT OR LEFT SIDE OF THE POWER BAR. **DUCK LEFT** – BRING LEFT HAND **DOWN**, TO **LEFT** OF POWER BAR.







Between Rounds



Hints and Recommendations

PUNCH-OUT!! is ideal for use with **U-FORCE**, since you can use the actual offensive and defensive movements of real boxing. It may be more challenging at first, but before long it'll come naturally. With persistence and practice, you can punch your way to the top — and a championship bout!

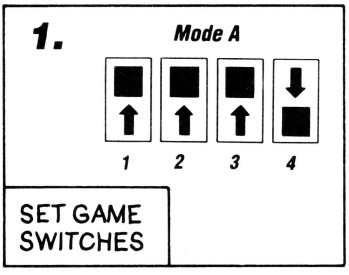
1. You'll need to react quickly when your opponent makes a move. Try to anticipate his moves, and be ready to react **the instant he moves.**

2. React quickly, but punch slowly and smoothly. Although **U-FORCE** is capable of reading your every move, many games, such as PUNCH-OUT!!, cannot respond as fast as **U-FORCE**. As a result, some punches you throw may not register. **Try to slow down your rhythm to match the game's speed.** If any move doesn't register, repeat the move.

3. Punch straight toward the sensors.

4. Make sure the Power Bar is set in place.

STARTING UP



2. Place **U-FORCE** Controller in **Standard** (L-shape/upright) position with **T-Bar Handle** and **Firing Grips**, and with Top panel tilted slightly towards you.

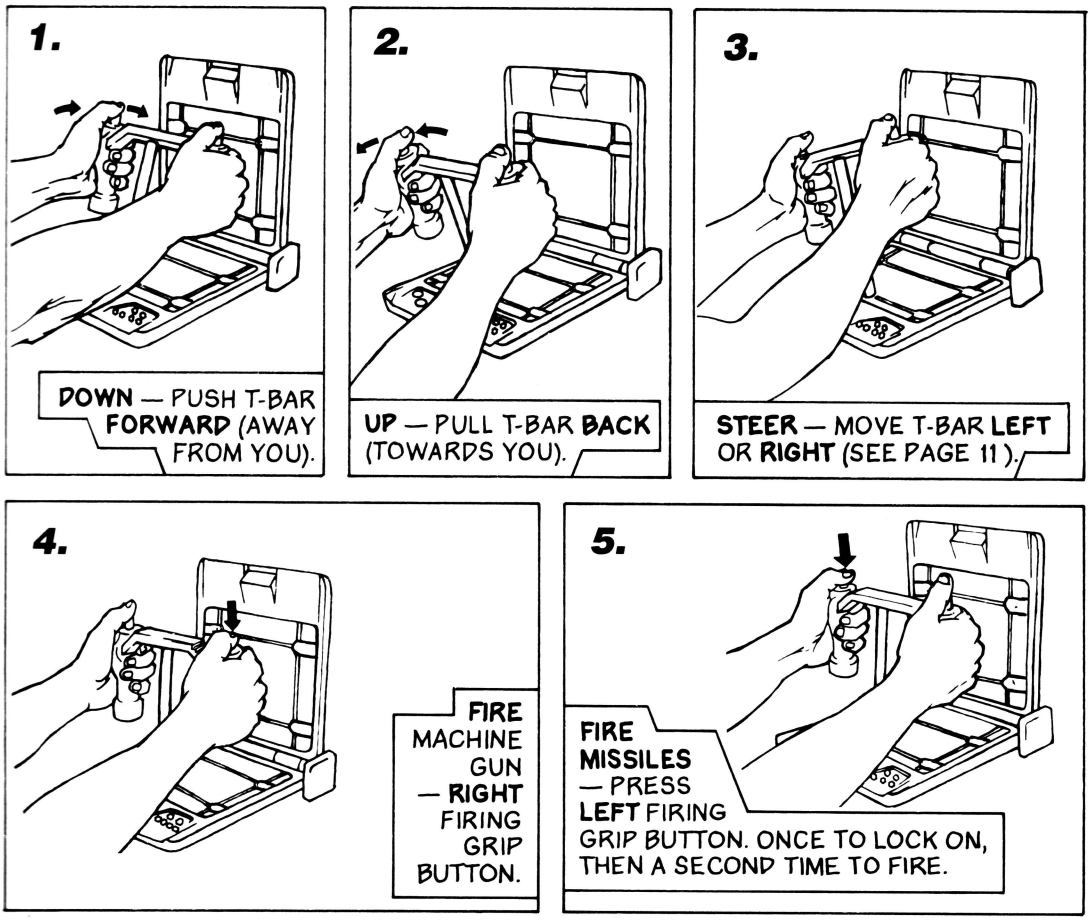
3. Select "Turbo" if desired.

4. **Start Game** — wave hand slowly over **top** sensor.

5. **Select Missiles** — use **"Select"** button.

AFTER YOU'VE LEARNED TO FLY WITH THE T-BAR HANDLE, TRY FLYING WITHOUT IT! IT'LL TAKE A FEW PRACTICE RUNS, BUT THE CHALLENGE IS EXCITING!
SWOOSH

Flight Sequence

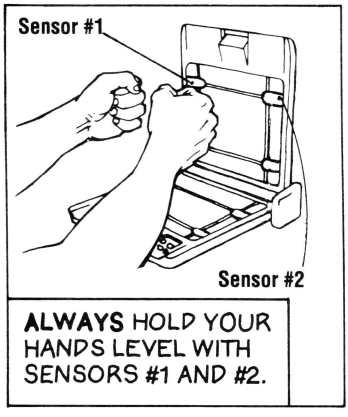

1.
DOWN — PUSH T-BAR FORWARD (AWAY FROM YOU).
2.
UP — PULL T-BAR BACK (TOWARDS YOU).
3.
STEER — MOVE T-BAR LEFT OR RIGHT (SEE PAGE 11).
4.
FIRE MACHINE GUN — RIGHT FIRING GRIP BUTTON.
5.
FIRE MISSILES — PRESS LEFT FIRING GRIP BUTTON. ONCE TO LOCK ON, THEN A SECOND TIME TO FIRE.

Refueling and Landing Sequences

1. **Speed Up** — **right** Firing Grip button.
2. **Speed Down** — **left** Firing Grip button.

Playing Without T-Bar Handle

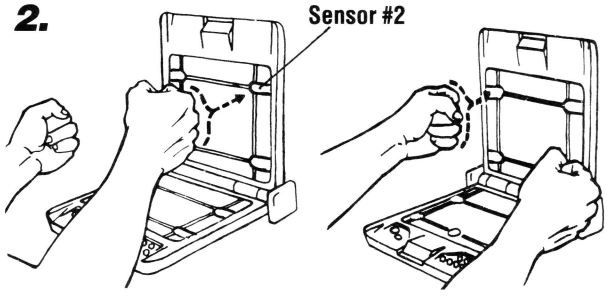
Control-free flying — without the T-Bar or Firing Grips — is a difficult challenge, but lots of fun to master:



ALWAYS HOLD YOUR HANDS LEVEL WITH SENSORS #1 AND #2.

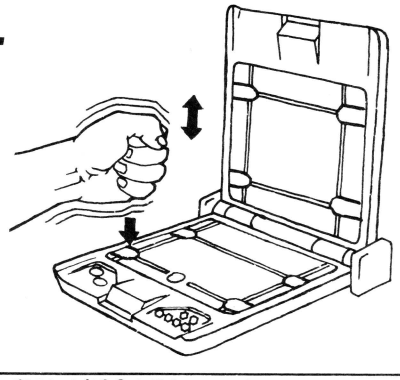
1. Move your hands as you would if you were holding the T-Bar — left to turn left, right to turn right, push forward to go down, pull back to go up.

2.



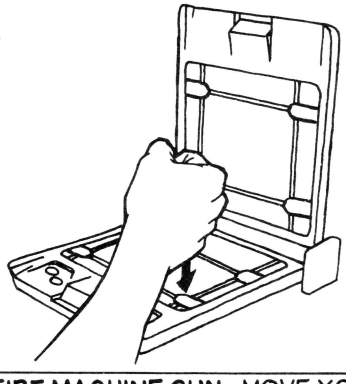
TO MAINTAIN PRECISE STEERING, **MOVE YOUR "CONTROL" HAND WHILE KEEPING YOUR OTHER HAND STILL IN THE SENSOR FIELD.** FOR EXAMPLE, IF YOU WANT TO TURN LEFT, MOVE YOUR LEFT HAND (YOUR "CONTROL" HAND) TOWARD THE LEFT, WHILE KEEPING YOUR RIGHT HAND WHERE IT IS — IN FRONT OF SENSOR #2.

3.



TO FIRE MISSILES — MOVE YOUR LEFT HAND DOWN, SO THAT IT'S ABOVE SENSOR #7 AND IN FRONT OF SENSOR #3, AND SHAKE YOUR LEFT FIST RAPIDLY UP AND DOWN.

4.

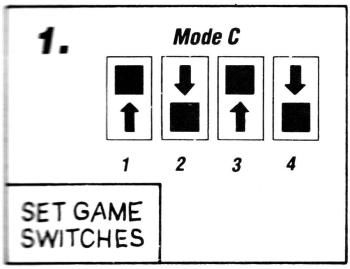


TO FIRE MACHINE GUN, MOVE YOUR RIGHT HAND DOWN TOWARD SENSOR #8. FOR RAPID FIRE, SHAKE YOUR RIGHT FIST RAPIDLY UP AND DOWN ABOVE SENSOR #8.

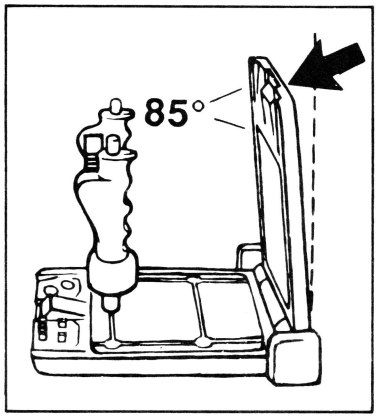
5. If the machine gun keeps firing, you're holding your hands too low.

6. If you need to, go back and use the T-Bar Handle with Firing Grips to help you get a feel for correct hand positions and motions, then try without controls again.

Starting Up



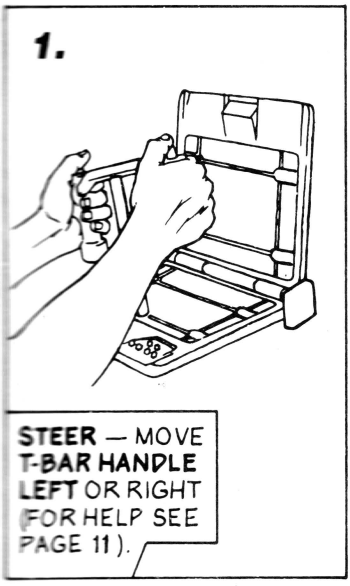
2. Place **U-FORCE** Controller in **Standard** (L-shape/upright) position, with **T-bar Handle** and **Firing Grips**, with Top Panel tilted slightly towards you.

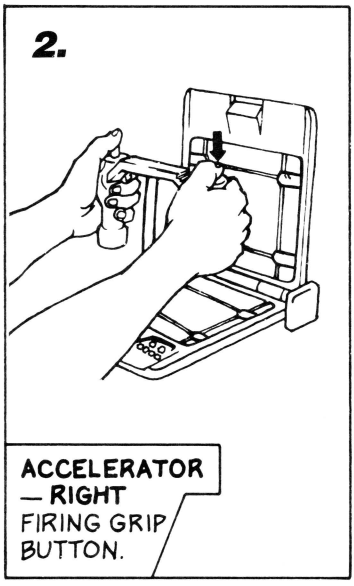


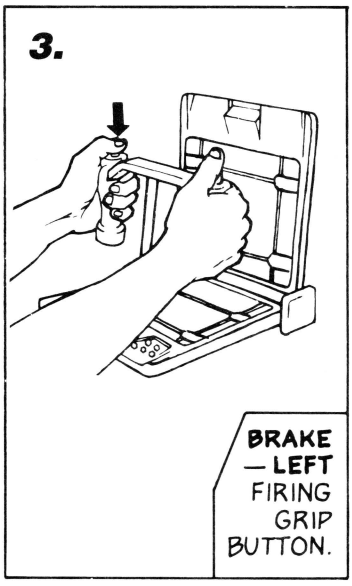
3. **Select Car** — press "**Select**" button.

4. **Start Game** — push "**Start**" button. (To avoid interfering with the Start function, make sure to keep your hands away from the T-Bar and out of the Power Field while pressing "Start.").

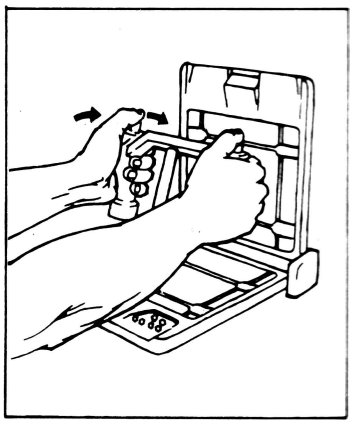
Racing







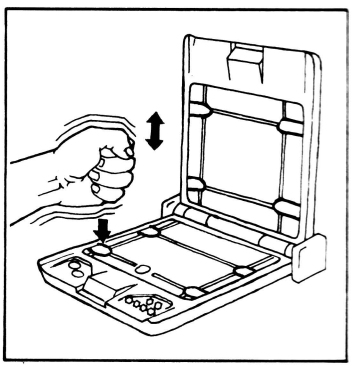
4. **Turbo Speed** — push T-bar Handle **forward**, and remain forward as long as you wish to remain in "Turbo" mode



Playing Without T-Bar Handle

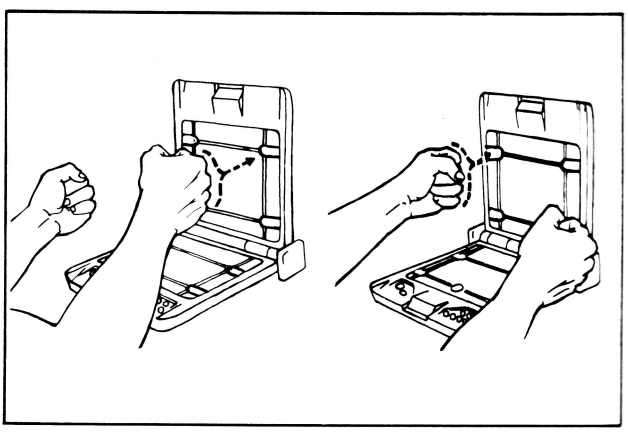
RAD RACER and other head-on perspective driving games work extremely well with the T-Bar Handle with Firing Grips. Playing RAD RACER without the T-Bar Handle is very challenging ... but once you've mastered normal driving, you may want to try. Here's how:

1. Keep your hands in the same position relative to the **U-FORCE** sensors, that they would be in if you were holding the handle.

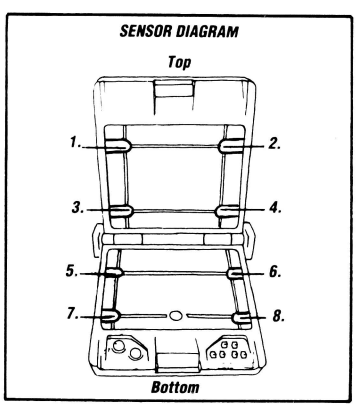


2. To use the brake, lower your left hand so that it's over sensor **#7** and in front of sensor **#1**. To accelerate, lower your right hand so that it's over sensor **#8** and in front of sensor **#2**.

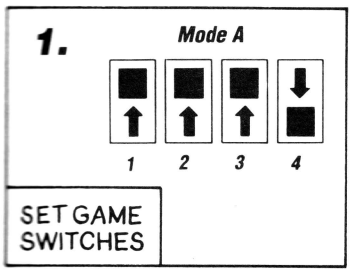
3. To maintain precise control, **move only your "control hand,"** while keeping your other hand steady. For example, to accelerate, lower your right hand, while keeping your left hand steady in front of sensor **#1**. Or, to steer left, move your left hand to the left, while keeping your right hand steady in front of sensor **#2**.



4. To use Turbo, push both hands forward.



Like the original Rad Racer, Rad Racer II is played in the **Standard** (L-shape/upright) position, with **T-Bar Handle** and **Firing Grips**, with Top Panel tilted slightly towards you. However, the Game Switches should be set for **Mode "A"**, as shown below.



The only difference is the use of **Hyper-speed acceleration:**

2. Go forward, then stop car with the brake (**left fire button**).

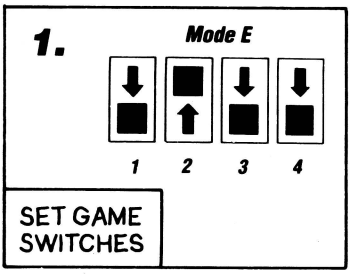
3. Pull T-Bar back slightly and watch power indicator increase.

4. When indicator hits top, hit accelerator (**right fire button**) to go into hyper speed.

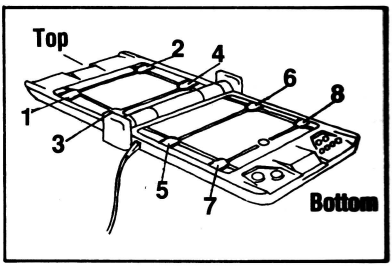
SUPER MARIO BROS.®

DISCOVER AN AMAZING NEW CHALLENGE FOR THIS CLASSIC GAME! MASTER THE POWER FIELD OF U-FORCE AND TAKE THE SUPER MARIO BROS. INTO THE FUTURE!

STARTING UP

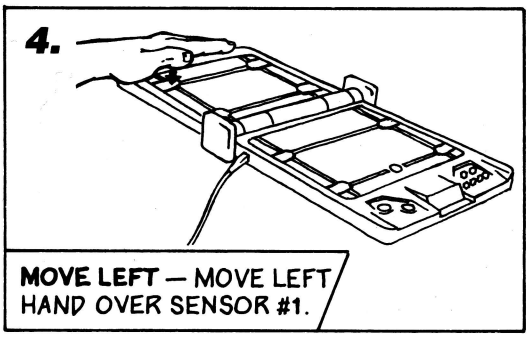


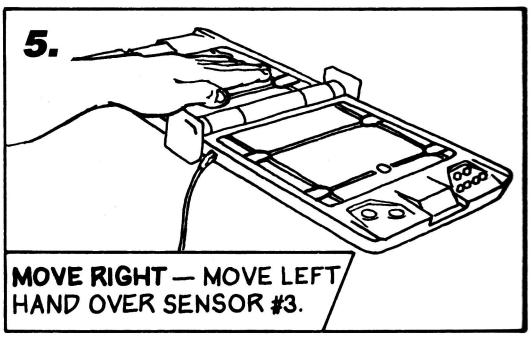
2. Place U-FORCE Controller in **FLAT** position with SELECT and START buttons on right hand side. Make sure cord is facing towards you. **"Top"** sensor is now at your **left**, and **"Bottom"** sensor is at **your** right.

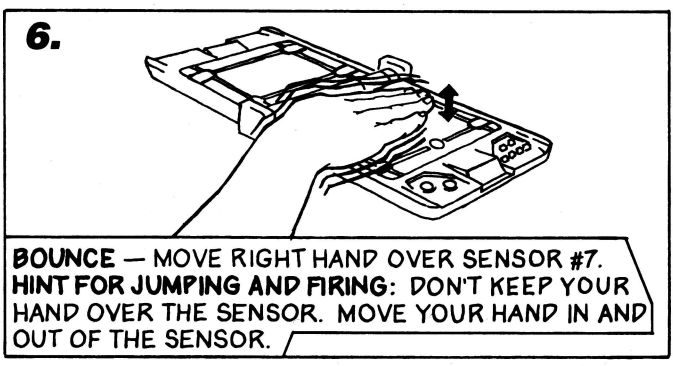


3. Start Game — Press "Start" Button. **Important:** To avoid interfering with the Start function, keep your other hand away from sensors while pressing "Start" Button.

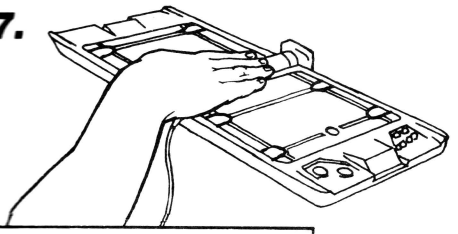
Left hand controls direction of **movement** and **Down** direction.
Right hand controls **speed** and **jumping** and **Up** direction.





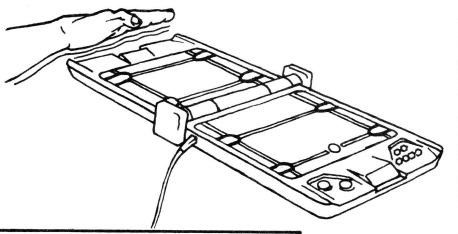

6.
BOUNCE — MOVE RIGHT HAND OVER SENSOR #7.
HINT FOR JUMPING AND FIRING: DON'T KEEP YOUR HAND OVER THE SENSOR. MOVE YOUR HAND IN AND OUT OF THE SENSOR.

7.



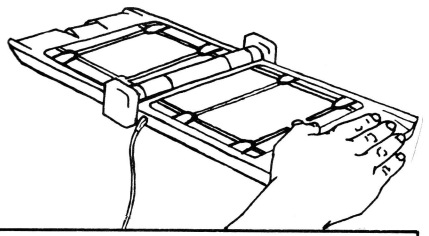
SPEED UP — MOVE RIGHT HAND OVER SENSOR #5

8.



CLIMB DOWN — MOVE LEFT HAND OVER **TOP** SENSOR

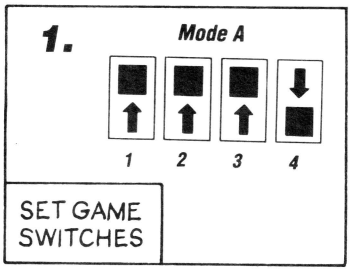
9.



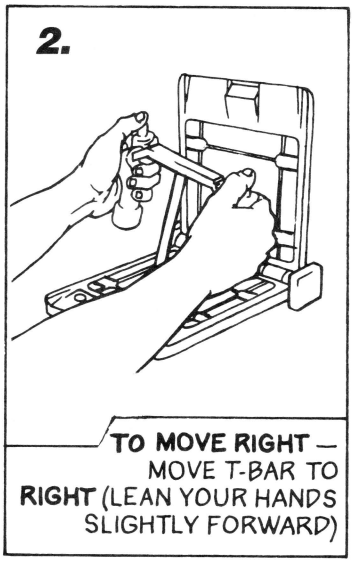
CLIMB UP — MOVE RIGHT HAND OVER **BOTTOM** SENSOR

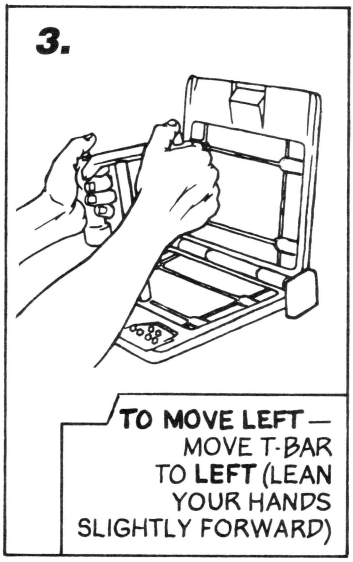
ON THE NEXT PAGE YOU CAN LEARN HOW TO PLAY SUPER MARIO BROS. IN THE UP RIGHT "A" MODE. MANY NINTENDO GAMES USE MOVES SIMILAR TO THOSE USED IN SUPER MARIO BROS. THESE CONTROL MOTIONS, IN EITHER UP-RIGHT OR FLAT POSITION, SHOULD WORK FOR ALL SIMILAR GAMES.

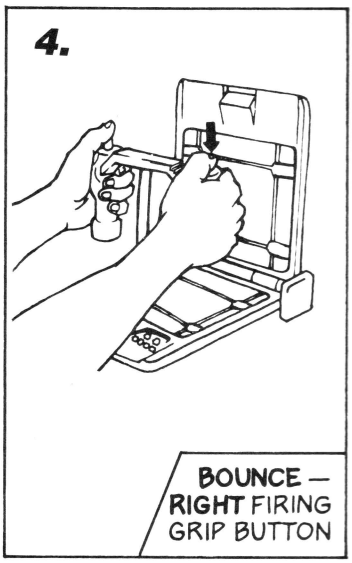
Playing in Upright Position
Set Game Switches:

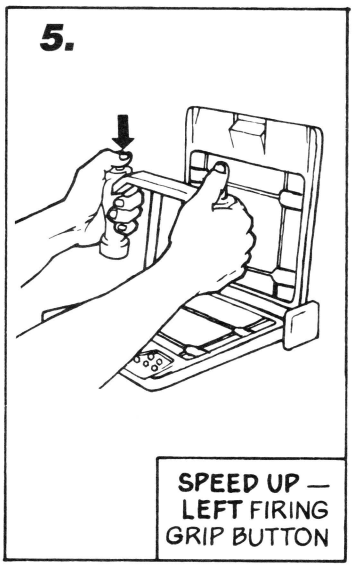


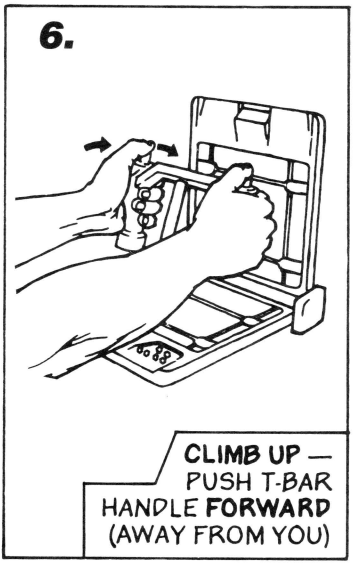
SUPER MARIO BROS. works equally well with **U-FORCE** in the Upright position with T-Bar Handle and Firing Grips. Use these motions to control the game:

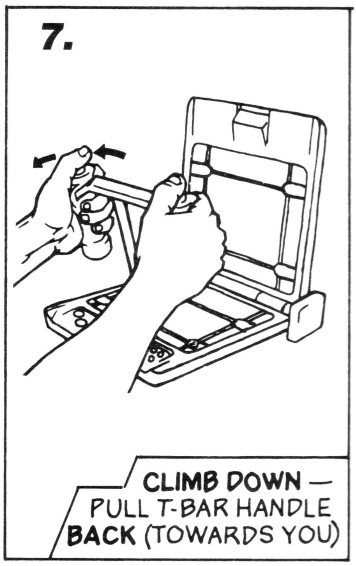








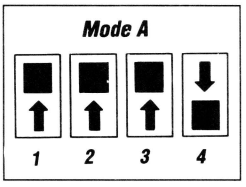




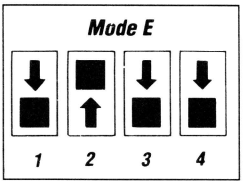
TRACK & FIELD II™

Track & Field II, with its many different events, is a great way to learn a lot of different moves. Many Track & Field events take on new physical challenge and excitement when played with **U-Force**.

Mode A
Game Switch Setting



Mode E
Game Switch Setting



Track & Field II may be played in either Standard ("A") mode or Flat ("E") mode. The following chart lists the challenge level for each event in each mode:

A "1" represents the easiest play, and a "4" indicates the most challenging play. Be sure to set the Game Switches as shown for each mode.

	Challenge Rating by Mode	
Event	**A**	**E**
Fencing	3	1
Triple Jump	1	3
Freestyle Swimming	1	2
High Dive	2	2
Tae Kwon Do	3	1
Pole Vault	1	1
Canoeing	4	3
Archery	3	2
Hurdles	1	1
Horizontal Bar	1	1

Refer to your Track & Field II Instruction Manual, and "Playing Games" in the section, "How to Use Your **U-FORCE** Power Field Controller" in this booklet, to learn how to make the proper moves for each event.

Your may want to use one or both Turbo switches to enhance performance; or, you may find the games more fun and challenging without Turbo.

Two events—Clay Pigeon Shooting and Hammer Throw—are not recommended for use with **U-FORCE.**

GAME CHART

The following chart shows the right Game Setting and the **U-FORCE** Challenge Level for most NES games.

To set the Game Switches and Top Panel for the game you want to play, note the "Mode" letter next to the game. Then look for that letter on the Game Setting chart on page 30 and set the Game Switches and Top Panel as shown.

Some games are more challenging than others with **U-FORCE**. We recommend that you start with the easier games and work your way up to the more challenging ones. Note that most games can be played in either the "A" or the "E" mode.

If your Nintendo game is not on the following list, we recommend you try both the "A" and "E" modes. Most games work well in one of these modes. If you still need advice, call the **U-FORCE** Customer Service number on the back of this booklet!

U-FORCE CHALLENGE RATING

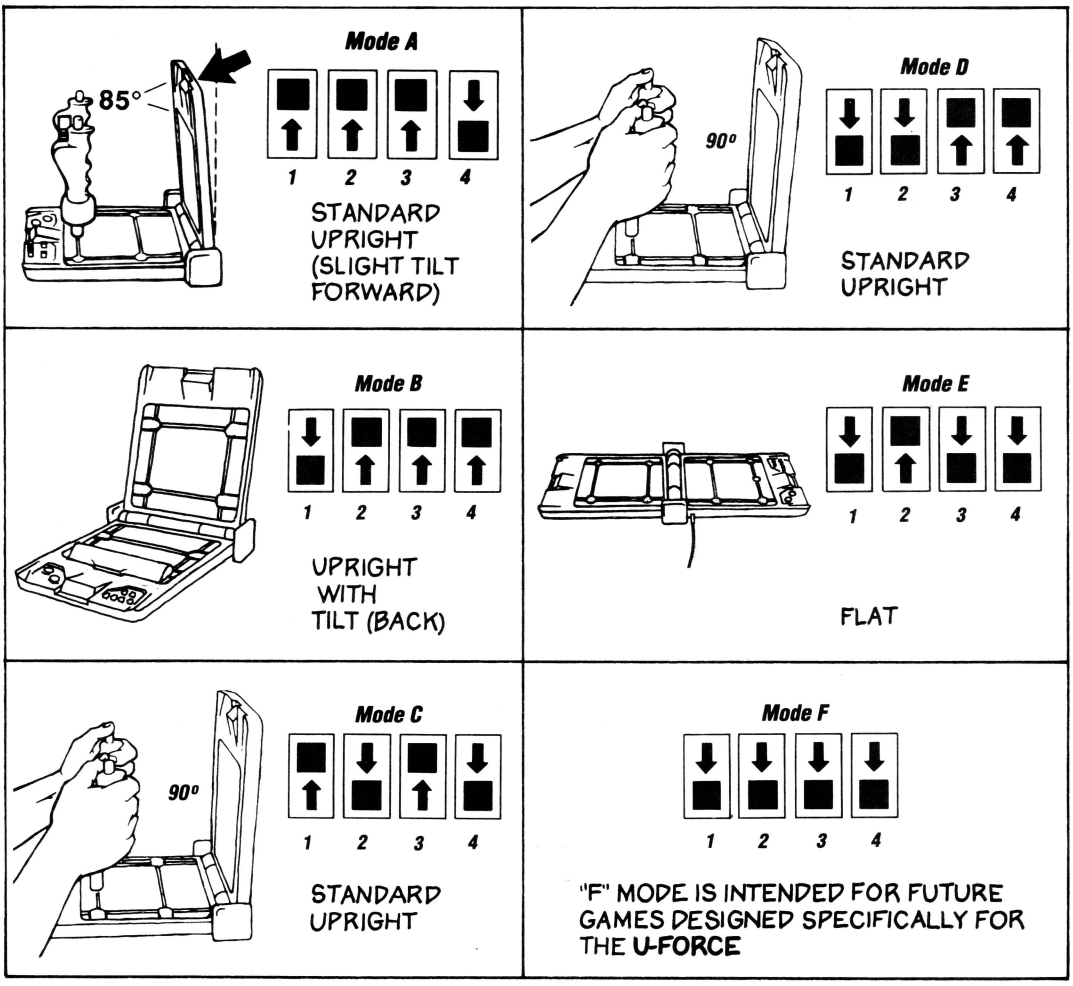
1- Beginning-Expert
2- Intermediate-Expert
3- Advanced-Expert
4- Expert
5- Can it be done?

GAME TITLE	MODE	RATING	GAME TITLE	MODE	RATING
10-Yard Fight™	A	3	Air Fortress™	A	3
	E	4		E	3
1942™	A	1	Airwolf™	A	2
	E	3			
1943™	A	2	Alpha Mission™	A	3
	E	3		E	3
3-D World Runner™	A	4	Amagon™	A	3
	E	4		E	2
720™	A	5	Archon™	A	5
	E	4		E	5
Adventure of Lolo™	A	3	Athena™	A	5
	E	4		E	5
Adventures of Bayou Billy™	A	5	Back to the Future™	A	3
	E	5		E	5
Adventures of Tom Sawyer™	A	3	Bad Dudes™	A	3
	E	2		E	2

Balloon Fight™	A	1	Demon Sword™	A	3
	E	2		E	5
Bandai Golf-Pebble Beach™	A	2	Desert Commander™	A	3
	E	1		E	1
Bases Loaded™	A	3	Destination Earthstar™	A	5
	E	4			
Batman™	A	5	Dig Dug II®	A	3
	E	4		E	4
The Battle of Olympus™	A	3	Dinoriki™	A	2
	E	4		E	2
Bionic Commando™	A	5	Donkey Kong®	A	4
	E	3		E	2
Blades of Steel™	A	5	Double Dragon™	A	2
	E	5		E	4
Bomberman™	A	3	Double Dragon II–The Revenge™	A	3
	E	4		E	3
A Boy and his Blob™	A	2	Double Dribble™	A	2
	E	1		E	4
Breakthru™	A	4	Dragon Power™	A	3
	E	5		E	2
Bubble Bobble™	A	3	Dragon Warrior™	A	3
	E	2		E	5
Bump N Jump™	A	2	Dr. Jekyll & Mr. Hyde™	A	3
	E	3		E	1
Burgertime™	A	2	Duck Tales™	A	5
	E	2		E	4
California Games™	A	4	Dusty Diamond's All-Star Softball™	A	4
	E	1		E	5
Casino Kid™	A	2	Elevator Action™	A	4
	E	1		E	2
Castlequest™	A	2	Excitebike™	D	3
	E	1			
Castlevania™	A	3	8 Eyes™	A	3
	E	2		E	2
Championship Bowling™	A	2	Faxanadu™	A	5
	E	2		E	4
The Chessmaster®	A	5	Fester's Quest™	A	3
	E	4		E	2
Chubby Cherub™	A	3	Fighting Golf™	A	3
Cobra Command™	A	3	Fist of the North Star™	A	3
	E	3		E	2
Cobra Triangle™	A	3	Flying Dragon™	A	5
	E	1		E	5
Commando™	A	2	Friday the 13th™	A	3
	E	3		E	2
Contra™	A	5	Galaga™	A	1
	E	4		E	1
Cybernoid™	A	4	Ghostbusters™	A	1
	E	4		E	2
Dash Galaxy & the Alien Asylum	A	2	Ghosts 'N Goblins™	A	3
	B	1		E	3
Deadly Towers™	A	5	Golf™	A	2
	E	5		E	1
Defender II™	A	1	Golf Challenge Pebble Beach™	A	2
	E	3		E	1
Defender of the Crown™	A	3	Golgo 13: Top Secret™	A	3
	E	1		E	2

Game Title	Mode	Rating	Game Title	Mode	Rating
The Goonies 2™	A	4	Life Force™	A	5
	E	3		E	5
Gradius™	A	4	Lode Runner®	A	2
	E	4		E	4
The Guardian Legend™	A	3	Mach Rider™	A	2
	E	4		E	2
Gunsmoke™	A	2	Major League Baseball®	A	3
	E	3		E	4
Guerilla War™	A	4	Marble Madness™	A	5
	E	5		E	5
Hollywood Squares™	A	2	Mario Brothers™	A	3
	E	1		E	3
Hoops™	A	2	Mega Man II™	A	5
	E	5		E	4
Hudson's Adventure Island™	A	2	Metal Gear™	A	4
	E	2		E	5
Ice Hockey™	A	3	Metroid™	A	5
	E	5		E	4
Ikari Warriors™	A	4	Mickey Mousecapade™	A	2
	E	5		E	1
Ikari Warriors/Victory Rd.™	A	4	Mighty Bomb Jack™	A	4
	E	5		E	2
Indiana Jones & the Temple of Doom™	A	3	Mike Tyson's Punch Out!!®	B	1
	E	5			
Infiltrator®	A	5	Millipede™	A	3
	E	5		E	4
Iron Tank™	A	4	Milon's Secret Castle™	A	5
				E	4
Ironsword™	A	5	Monster Party™	A	3
	E	4		E	2
Jack Nicklaus Golf™	A	5	Mystery Quest™	A	2
	E	1		E	1
Jackal™	A	4	NFL Football™	A	3
	E	5		E	1
John Elway's Quarterback™	A	3	Ninja Gaiden™	A	5
	E	5		E	4
Joust™	A	5	Nobunaga's Ambition™	A	3
	E	5		B	1
Karate Kid™	A	2	Operation Wolf™	A	5
	E	2		E	5
Karnov™	A	5	Othello™	A	1
	E	3		E	1
Kid Icarus™	A	5	Paperboy™	A	4
	E	5		E	5
Kid Niki™	A	3	Platoon™	A	3
	E	2		E	2
Kung Fu™	A	1	Pro Wrestling™	A	3
	E	2		E	4
Legacy of the Wizard™	A	4	P.O.W.™	A	3
	E	4		E	4
Legend of Kage™	A	3	Q-Bert®	A	5
	E	3		E	4
The Legend of Zelda™	A	4	Rad Racer™	C	2
	E	5			
Legendary Wings™	A	2	Raid on Bungeling Bay™	A	5
	E	4		E	3

Game Title	Mode	Rating	Game Title	Mode	Rating
Rambo®	A	2	Super Mario Bros.®	A	3
	E	2		E	3
Rampage™	A	1	Super Mario Bros. II®	A	4
	E	1		E	3
Renegade™	A	2	Super Mario Bros. 3®	A	2
	E	5		E	1
Ring King™	A	3	Super Pitfall™	A	4
	E	4		E	4
River City Ransom™	A	2	Superman™	A	2
	E	3		E	2
Robo Warrior™	A	5	Tag Team Wrestling™	A	3
	E	4		E	2
Robocop™	A	4	Tecmo Baseball™	A	3
	E	3		E	4
Rush 'N Attack™	A	3	Tecmo Bowl™	A	3
	E	2		E	4
Rygar™	A	5	Teenage Mutant Ninja Turtles™	A	5
	E	4		E	4
R.C. Pro-Am™	A	4	Tetris™	A	1
	E	2		E	1
Section Z™	A	3	The Three Stooges™	A	2
	E	4		E	2
Seicross®	A	4	Thundercade™	A	3
	E	5		E	3
Shadowgate™	A	5	Tiger-Heli®	A	2
	E	5		E	4
Silent Service™	A	5	Top Gun™	A	2
	E	3			
Simon's Quest™	A	4	Top Players Tennis™	A	4
	E	3		E	5
Skate or Die®	A	5	Town & Country Surf®	A	3
	E	5			
Skykid™	A	2	Track & Feld™	A	3
	E	3		E	3
Slalom™	A	3	Track & Field II™	A	3
	E	3		E	1
SNK Baseball Stars™	A	3	Trojan™	A	4
	E	3		E	4
Spelunker™	A	4	Twin Cobra™	A	3
	E	3		E	4
Spy Hunter™	A	3	Twin Eagle™	A	3
	E	4		E	4
Spy vs. Spy™	A	2	Willow™	A	5
	E	1		E	5
Sqoon™	A	3	Wrestlemania®	A	3
	E	3		E	4
Star Force™	A	2	Xenophobe™	A	2
	E	3		E	1
Star Voyager™	A	2	Xevious™	A	1
	E			E	3
Stealth ATF	A	4	Zanac™	A	3
	E	5		E	4
Strider™	A	4	Zelda II – The Adventure of Link™	A	5
	E	4		E	5
Super Dodge Ball™	A	5			
	E	4			



The above are the **recommended** configurations for some of the most popular Nintendo games. But you can try other Game Switch settings, too. Different settings mean that different motions will control game play. Try some and see which you like best!

NOTE: We've tried to list most current Nintendo games. Of course, new games are being created all the time. You should be able to figure out any new game by comparing it to existing, similar games. Almost all NES games will work in either the "A" or "E" Game Setting. However, games that require diagonal movement are best played in the **upright** ("A") position. **Diagonal movement** is possible in the flat ("E") position, but very difficult. (You need to keep one hand over the top or bottom sensor, and move the other hand over the left or right directional sensors.)

If you run into problems you can't solve, call **U-FORCE Customer Service at the phone number listed on the back cover of this booklet.**

TROUBLESHOOTING GUIDE

PROBLEM
Sensors do not seem to be responding to my actions...

- Check Game Configuration Chart (pages 26-29). Make sure the Game Switches are in the correct position for that game. **Make sure U-FORCE unit is opened to the proper position** and hinge notch, and is plugged securely into the Controller Port on your Nintendo (See page 3).

- Make sure you are **sitting or standing 6-12 inches** back from your **U-FORCE**.

- If using T-Bar handle, **do not twist it** ... hold it steady as shown on page 11.

PROBLEM
In hands-free play, U-FORCE doesn't always respond to Left and Right steering movements...

- Resume play with T-Bar and Firing Grips for guide to correct hand position within Power Field. **One hand must always be in line with one of the sensor targets** — keep this hand steady, and move your other hand to turn left or right. (See TOP GUN diagram on page 16)

PROBLEM
Game seems to respond slower than movements...

- **U-FORCE** responds instantly, but some games are not programmed to respond that fast. **Try to match your actions to the game's rhythm.**

PROBLEM
While playing a flying or steering game hands-free, guns fire when you don't intend them to...

- Check your hand position (make sure hands are even with upper sensors **#1** & **#2** on **U-FORCE**). Don't worry about occasional stray shots.

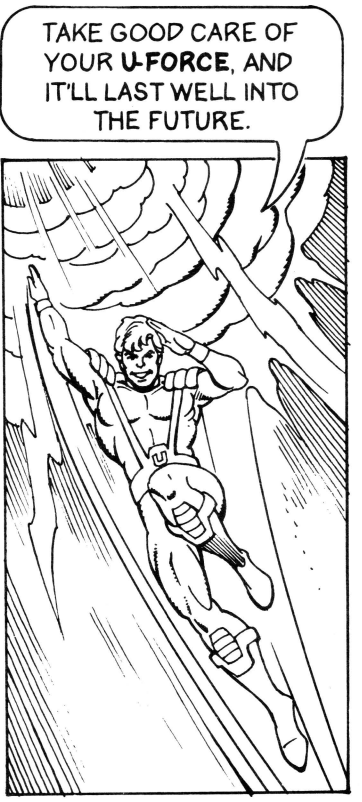
PROBLEM
Power Bar is installed and Left & Right "ducking" does not work...

- Make sure reflective surfaces on Power Bar are clean (see Care and Maintenance, p. 33).
- Make sure you cover the opening on the side of the Power Bar when you duck.
- Only duck to one side at a time.

WHATEVER YOU DO, DON'T TRY TO TAKE APART THE U-FORCE UNIT. IT'S A PRECISION, HIGH-TECHNOLOGY INSTRUMENT — YOU DON'T WANT TO RISK DAMAGING IT!

NOTE: U-FORCE contains no user-serviceable parts. Attempting to open the **U-FORCE** unit may cause serious damage and may void the warranty. If you have tried all of these troubleshooting tips and U-FORCE is still not working properly, call **U-FORCE Customer Service at the phone number listed on the back cover of this booklet.**

CARE AND MAINTENANCE



Your **U-FORCE** Power Field Controller is made for many years of enjoyment. Although **U-FORCE** is well-protected from normal wear and tear, like any electronic product it should be used carefully.

Don't hit or drop **U-FORCE**.

Don't store **U-FORCE** under heavy objects such as books, records and electronic equipment.

Don't leave **U-FORCE** in **direct sunlight** or in very **damp areas.** Don't leave it in **dusty areas** or near **heat sources** such as heating vents, radiators and ovens. Don't allow it to get wet.

Don't poke at **U-FORCE** with **sharp objects** like pencils or scissors.

To clean U-FORCE: First, **unplug U-FORCE** from your Nintendo Entertainment System. Then, wipe **U-FORCE** unit with a **soft cloth** and a small amount of **window-cleaning solution** (Windex or similar brands).

Don't clean with benzene, paint thinner, alcohol or other solvents, or with abrasive (scouring) cleansers or strong detergents. **Don**'t immerse **U-FORCE** in water or allow water or any other liquids to get inside it. Wipe thoroughly dry after cleaning.

WARRANTY INFORMATION

Brøderbund's Limited Ninety-Day Warranty

Brøderbund warrants for a period of ninety (90) days following the original retail purchase that this **U-FORCE** Controller shall be free from defects in material or workmanship. If a defect covered by this warranty occurs during this 90-Day Warranty period, Brøderbund will repair or replace the defective **U-FORCE** or component part, at its option, free of charge. This policy applies to the initial purchaser only.

To receive warranty service:

1. **DO NOT** return your defective merchandise to the retailer.

2. Most problems can be solved by calling our Customer Service department. Call **The U-FORCE Customer Service telephone number on the back of this booklet**. **U-FORCE** Customer Service will attempt to help you correct or avoid the problem. This phone number is for **U-FORCE** only, not for use for other Brøderbund Software products.

3. If the **U-FORCE** Customer Service Representative is unable to solve the problem by phone, you may be asked to carefully package **U-FORCE and** all **accessory items,** along with a copy of your dated **sales receipt** and a letter describing the problem (including your name, address and telephone number), and send it (freight-prepaid) to a **U-FORCE Repair Facility. U-FORCE** Customer Service will give you the address of the Repair Facility nearest you when you call the number listed in "2" above.

We recommend that you insure your package against loss or in-transit damage for which we cannot be responsible.

This warranty shall become void if the product has been damaged by tampering, negligence, accident, abuse, unreasonable use, or by other causes unrelated to defective materials or workmanship.

IMPLIED WARRANTIES LIMITED: EXCEPT AS STATED ABOVE, BRØDERBUND MAKES NO OTHER WARRANTY, EXPRESS OR IMPLIED WARRANTY OF MERCHANTABILITY SHALL BE LIMITED TO THE NINETY (90) DAY DURATION OF THIS LIMITED EXPRESS WARRANTY AND IS OTHERWISE EXPRESSLY AND SPECIFICALLY DISCLAIMED. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG IMPLIED WARRANTY LASTS SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU.

NO CONSEQUENTIAL DAMAGES: BRØDERBUND SHALL NOT BE LIABLE FOR SPECIAL, INCIDENTAL, CONSEQUENTIAL, OR OTHER DAMAGES, EVEN IF BRØDERBUND IS ADVISED OF OR AWARE OF THE POSSIBILITY OF SUCH DAMAGES. IN NO EVENT SHALL BRØDERBUND'S LIABILITY EXCEED THE PURCHASE PRICE OF THIS PRODUCT. SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

Repair Service After the 90-Day Warranty

If the U-FORCE Controller develops a problem after the 90-Day Warranty period, contact the U-FORCE Customer Service department. If the representative is unable to solve the problem over the phone, you may be advised to return the product to the U-FORCE Repair Facility for repair. The repair cost for U-FORCE is $26.00 plus $4.00 shipping and handling.

Send your product, freight prepaid, along with: a check or money order for $30.00, made out to Brøderbund Software, Inc.; dated sales receipt (please keep a copy for yourself), and a letter describing the problem (including your name, address and telephone number) to the Repair Facility address provided by the U-FORCE Customer Service operator.

If, after personal inspection, our technicians determine that the product cannot be repaired, it will be returned and your payment refunded. Again we recommend that you insure your package against loss or in-transit damage for which we cannot be responsible.

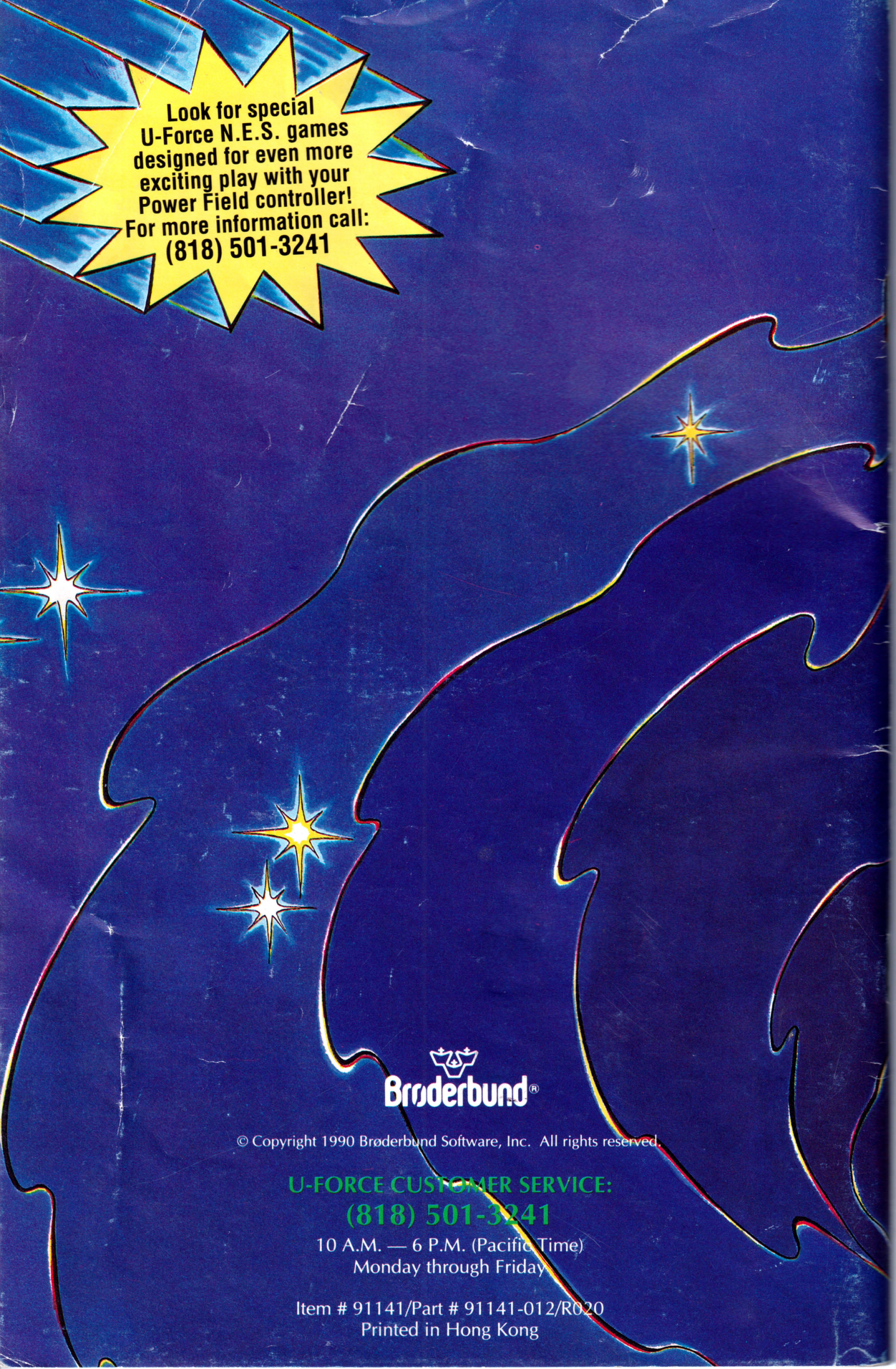
Allow 4-6 weeks for return of your product.

© Copyright 1989 Brøderbund Software, Inc. All rights reserved. **U-FORCE** is a trademark of Brøderbund Software, Inc., 17 Paul Drive, San Rafael, CA 94903-2101. Patent Pending.

Nintendo Entertainment System and **Nintendo** are registered trademarks of Nintendo of America Inc.
Mike Tyson's Punch-Out!!® © Copyright 1987 Nintendo of America Inc.
Rad Racer™ Copyright 1987 Square; © Copyright 1987 Nintendo of America Inc.
Super Mario Bros.® © Copyright 1985 Nintendo of America Inc.
Top Gun™ © Copyright 1987 Paramount Pictures Corporation. All rights reserved. "Top Gun" logo is a trademark of Paramount Pictures Corporation; Konami Inc. Authorized User. Underlying source code © 1987 Konami Inc. Produced in cooperation with Ocean Software LTD. Konami is a registered trademark of Konami Industry Co. LTD.
Track & Field II™ © Copyright 1988 Konami Inc.
1942™ is a trademark of Capcom U.S.A., Inc. © Copyright 1986 Capcom U.S.A., Inc.
1943™ is a trademark of Capcom U.S.A., Inc. © Copyright 1988 Capcom U.S.A., Inc.
Adventures of Lolo™ is a trademark of Hal America, © Copyright 1989 Hal America
Adventures of Bayou Billy™ is a trademark of Konami Inc. © Copyright 1989 Konami, Inc.
Adventures of Tom Sawyer™ is a trademark of Seta U.S.A., Inc. © Copyright 1988 Seta U.S.A., Inc.
Airwolf™ is a trademark of Universal City Studios © Copyright 1989 Acclaim Entertainment, Inc.
Alpha Mission™ is a trademark of SNK Corp. of America © Copyright 1987 SNK Corp. of America
Amagon™ is a trademark of American Sammy Corp. © Copyright 1988 American Sammy Corp.
Anticipation™ is a trademark of Rare, Ltd. © Copyright 1988 Rare, Ltd.
Bad Dudes™ is a trademark of Data East USA, Inc. © Copyright 1988 Data East USA, Inc.
Balloon Fight™ is a trademark of Nintendo of America Inc. © Copyright 1985 Nintendo of America Inc.
Bases Loaded™ is a trademark of Jaleco USA, Inc. © Copyright 1988 Jaleco USA, Inc.
The Battle of Olympus is a trademark of Brøderbund Software, Inc. ©1988 FALCOM.
Bionic Commando™ is a trademark of Capcom USA, Inc. © Copyright 1988 Capcom USA, Inc.
Blades of Steel™ is a trademark of Konami Industry Co., LTD. © Copyright 1988 Konami Inc.
Breakthru™ is a trademark of Data East USA, Inc. © Copyright 1988 Data East USA, Inc.
Bubble Bobble™ is a trademark of Taito American Corp. © Copyright 1988 Taito American Corp.
California Games™ is a trademark of Epyx, Inc © Copyright 1988 Epyx, Inc, © Copyright 1987 Milton Bradley
Castlevania™ is a trademark of Konami, Inc. © Copyright 1987 Konami, Inc.
Cobra Command™ is a trademark of Data East USA, Inc. © Copyright 1988 Data East USA, Inc.
Contra™ is a trademark of Konami, Inc. © Copyright 1988 Konami, Inc.
Deadly Towers™ is a trademark of Brøderbund Software, Inc. © Copyright 1987 IREM
Defender II™ is a trademark of Williams Electronics © Copyright 1988 Hal America
Defender of the Crown™ is a trademark of Cinemaware Corp. © Copyright 1989 Ultra Software Corp.
Desert Commander™ is a trademark of Kemco-Seika © Copyright 1989 Kemco
Donkey Kong® is a trademark of Nintendo of America Inc. © Copyright 1985 Nintendo of America Inc.
Double Dragon™ is a trademark of Tradewest, Inc. © Copyright 1988 Tradewest, Inc.
Double Dribble™ is a trademark of Konami, Inc. © Copyright 1987 Konami, Inc.
Dragon Power™ is a trademark of Bandai America, Inc. © Copyright 1987 Bandai America Inc.
Dragon Warrior™ is a trademark of Nintendo of America Inc. © Copyright1988 Nintendo of America, Inc.
Dr. Jekyll and Mr. Hyde™ is a trademark of Bandia America, Inc. © Copyright Toho Company, Ltd.
Dusty Diamond's All-Star Softball is a trademark of Brøderbund Software, Inc. ©1989 Tokyo Shoseki Co., Ltd. © Brøderbund Software, Inc.
Excitebike™ is a trademark of Nintendo of America Inc. © Copyright 1985 Nintendo of America Inc.
Faxanadu™ is a trademark of Nintendo of America Inc. © Copyright 1989 Nintendo of America Inc.
Friday the 13th™ is a trademark of Paramount Pictures © Copyright 1988 LJN Toys.
Galaga™ is a trademark of Namco Ltd. © Copyright 1985 Namco Ltd.
Ghosts n' Goblins™ is a trademark of Capcom USA, Inc. © Copyright 1986 Capcom USA, Inc.
Golf™ is a trademark of Nintendo of America Inc. © Copyright 1985 Ninendo of America Inc.
Golf Challenge-Pebble Beach™ is a trademark of Bandai America, Inc. © Copyright 1988 Bandai America, Inc.
Gradius™ is a trademark of Konami Industry Co., Inc. © Copyright 1986 Konami Industry Co., Inc.
The Guardian Legend is a trademark of IREM Corp. ©IREM Corp. and Compile.
Hoops™ is a trademark of Jaleco USA, Inc. © Copyright 1987 Jaleco USA, Inc.
Hudson's Adventure Island™ is a trademark of Hudson Soft USA, Inc. © Copyright 1987 Hudson Soft USA, Inc.
Ice Hockey™ is a trademark of Nintendo of America Inc. © Copyright 1988 Nintendo of America Inc.
Iron Tank™ is a trademark of SNK Corp. of America © Copyright 1988 SNK Corp. of America
Ironsword™ is a trademark of Acclaim Entertainment, Inc. © Copyright 1988 Rare Ltd.
Jackal™ is a trademark of Konami, Inc. © Copyright 1988 Konami, Inc.
John Elway's Quarterback™ is a trademark of Tradewest, Inc. © Copyright 1988 Tradewest, Inc.
Karate Kid™ is a trademark of Paramount Pictures © Copyright 1987 LJN Toys
Kung Fu™ is a trademark of IREM Corp. © Copyright 1984 IREM Corp.
Legacy of the Wizard™ is a trademark of Brøderbund Software, Inc © Copyright 1988 Falcom
Life Force™ is a trademark of Konami, Inc. © Copyright 1988 Konami, Inc.
Lode Runner® is a trademark of Brøderbund Software, Inc. © Copyright 1987 Brøderbund Software, Inc
Mach Rider™ is a trademark of Nintendo of America Inc. © Copyright 1985 Nintendo of America Inc.
Major League Baseball® is a trademark of LJN Toys, Ltd. © Copyright 1987 LJN Toys, Ltd.
Marble Madness™ is a trademark of Tengen © Copyright 1984 Tengen
Mario Bros.™ is a trademark of Nintendo of America Inc. © Copyright 1985 Nintendo of America Inc.
Mega Man II™ is a trademark of Capcom USA, Inc. © Copyright 1989 Capcom USA, Inc.
Metal Gear™ is a trademark of Ultragames © Copyright 1988 Ultra Software Corp.

Metroid™ is a trademark of Nintendo of America Inc. © Copyright 1987 Nintendo of America Inc.
Mickey Mousecapade™ is a trademark of Walt Disney Productions © Copyright 1988 Capcom USA, Inc
Mighty Bomb Jack™ is a trademark of Tecmo, Inc. © Copyright 1987 Tecmo, Inc.
Mike Tyson's Punch Out!!® is a trademark of Nintendo of America Inc. © Copyright 1987 Nintendo of America Inc.
Millipede™ is a trademark of Atari Corp. © Copyright 1988 Hal America.
Mlon's Secret Castle™ is a trademark of Hudson Soft Co., Ltd. © Copyright 1987 Hudson Soft Co., Ltd.
Monster Party™ is a trademark of Bandai America, Inc. © Copyright 1989 Bandai America, Inc.
NFL Football™ is a trademark of LJN Toys, Ltd. © Copyright 1988 LJN Toys, Ltd.
Ninji Gaiden™ is a trademark of Tecmo, Inc. © Copyright 1989 Tecmo, Inc.
Operation Wolf™ is a trademark of Taito America Corp. © Copyright 1988 Taito America Corp.
Othello™ is a trademark of Anjar Co. © Copyright 1988 Anjar Co.
Paperboy™ is a trademark of Mindscape Inc. © Copyright 1988 Mindscape Inc.
P.O.W.™ is a trademark of SNK Corp. of America © Copyright 1989 SNK Corp. of America
Q-Bert® is a trademark of Ultra Software Corp. © Copyright 1983 Mylstar Electronics
Rad Racer™ is a trademark of Nintendo of America Inc. © Copyright 1987 Square Co., Ltd.
Raid on Bungeling Bay™ is a trademark of Brøderbund Software, Inc. © Copyright 1987 Brøderbund Software, Inc.
Rampage™ is a trademark of Bally/Midway Corp. © Copyright 1988 Data East USA, Inc.
R.C. Pro-Am™ is a trademark of Nintendo of America Inc. © Copyright 1987 Nintendo of America Inc.
Renegade™ is a trademark of Taito Ameica Corp. © Copyright 1987 Taito America Corp.
Ring King™ is a trademark of Data East USA, Inc. © Copyright 1987 Data East USA, Inc.
Robocop™ is a trademark of Jaleco USA, Inc. © Copyright 1988 Jaleco USA, Inc.
Robo Warrior™ is a trademark of Jaleco USA, Inc. © Copyright 1988 Jaleco USA, Inc.
Rush n' Attack™ is a trademark of Konami, Inc. © Copyright 1987 Konami, Inc.
Section Z™ is a trademark of Capcom USA, Inc. © Copyright 1986 Capcom USA, Inc.
Seicross® is a trademark of Nihon Bussan Co. Ltd. © Copyright 1988 FCI/Pony Canyon
Simon's Quest™ is a trademark of Konami, Inc. © Copyright 1988 Konami, Inc.
Skate or Die® is a trademark of Electronic Arts © Copyright 1988 Ultra Software
Skykid™ is a trademark of Namco Ltd. © Copyright 1987 Namco Ltd.
Spy Hunter™ is a trademark of Bally/Midway Manufacturing Corp. © Copyright 1987 Sun Corp. of America.
Sqoon™ is a trademark of Irem Corp. © Copyright 1986 Brøderbund Software, Inc.
Star Force™ is a trademark of Tecmo, Inc. © Copyright 1987 Tecmo, Inc.
Strider™ is a trademark of Capcom USA, Inc. © Copyright 1988 Capcom USA, Inc.
Super Dodge Ball™ is a trademark of CSG Image Soft, Inc. © Copyright 1988 Technos Japan Corp.
Super Mario Bros.® is a trademark of Nintendo of America Inc. © Copyright 1985 Nintendo of America Inc.
Superman™ is a trademark of DC Comics © Copyright 1988 DC Comics
Tag Team Wrestling™ is a trademark of Data East USA, Inc. © Copyright 1986 Data East USA, Inc.
Tecmo Baseball™ is a trademark of Tecmo, Inc. © Copyright 1988 Tecmo, Inc.
Tecmo Bowl™ is a trademark of Tecmo, Inc. © Copyright 1988 Tecmo, Inc.
Teenage Mutant Ninja Turtles™ is a trademark of Mirage Studio, USA © Copyright 1988 Mirage Studio, USA
Tetris™ is a trademark of Nintendo of America Inc. © Copyright 1989 Nintendo of America Inc.
The Goonies ™ is a trademark of Konami, Inc. © Copyright 1988 Konami, Inc.
The Guardian Legend™ is a trademark of Irem Corp. © Copyright 1988 Brøderbund Software, Inc.
The Legend of Zelda™ is a trademark of Nintendo of America Inc. © Copyright 1987 Nintendo of America Inc.
Tiger-Heli® is a trademark of Taito America Corp. © Copyright 1987 Taito America Corp.
Top Gun™ is a trademark of Paramount Pictures © Copyright 1987 Konami, Inc.
Town & Country Surf® is a trademark of LJN Toys, Ltd. © Copyright 1987 LJN Toys, Ltd.
Track & Field™ is a trademark of Konami, Inc. © Copyright 1988 Konami, Inc.
Track & Field II™ is a trademark of Konami, Inc. © Copyright 1988 Konami, Inc.
Wrestlemania® is a trademark of TitanSport/Acclaim Entertainment, Inc. © Copyright 1988 Acclaim Entertainment, Inc.
Xenophobe™ is a trademark of Bally Midway © Copyright 1988 Sunsoft, Inc.
Xevious™ is a trademark of Namco, Ltd. © Copyright 1984 Namco, Ltd.
Zelda II-The Adventure of Link™ is a trademark of Nintendo of America, Inc. © Copyright 1988 Nintendo of America, Inc.
Legacy of the Wizard™ is a trademark of Brøderbund Software, Inc. ©1988 FALCOM.
Shadowgate™ is a trademark of ICOM Simulations, Inc. ©1987, 1989 ICOM Simulations, Inc. ©1989 KEMCO
The Chessmaster® is a trademark of The Software Toolworks, Inc. ©1989 The Software Toolworks, Inc.
Infiltrator® ©1989, 1986 Gray Matter
Jack Nicklaus Golf™ is a trademark of Golden Bear International, Inc. 1989 Accolade Inc. ©1989 Konami Inc.
Flying Dragon is a trademark of CULTURE BRAIN USA, INC. ©1988 CULTURE BRAIN USA, INC.
Back to the Future™ is a trademark of Universal City Studios Inc. ©1985 Universal City Studios. ©1989 LJN Toys, Ltd.
Top Players Tennis™ is a trademark of Asmik Corporation of America. ©1989 Asmik Corporation of America.
Twin Eagle™ is a trademark of Romstar Incorporated. ©1989 Romstar Incorporated
Destination Earthstar™ is a trademark of Acclaim Entertainment, Inc. ©1989 Acclaim Entertainment, Inc.
Duck Tales™ ©1989 Walt Disney Company
Demon Sword™ is a trademark of Taito America Corporation. ©1989 Taito America Corporation
Championship Bowling™ is a trademark of Romstar, Inc. ©1989 Romstar, Inc.
Willow™ is a trademark of LucasFilm, Ltd., ©1989 LucasFilm, Ltd.
Steath ATF ©1989 Activision

Twin Cobra™ is a trademark of American Sammy Corporation. ©1989 American Sammy Corporation.
Cybernoid™ is a trademark of Gremlin Graphics, Inc. ©1989 Gremlin Graphics, Inc.
Archon™ is a trademark of Free Fall Associates and Electronic Arts. ©1983 and 1984 Free Fall Associates and Electronic Arts.
Dig Dug II® is a trademark of Namco Ltd. ©1982, 1989 Namco Ltd.
Batman™ is a trademark of DC Comics. ©1989 DC Comics
Hollywood Squares™ is a trademark of Hollywood Squares. ©1988 GameTek/WE, Inc. ©1986, 1988 Century Tower Productions, Inc.
Castlequest™ is a trademark of Nexoft Corporation. ©1985, 1986 IsaoYoshida/Kaisuke Iwakura. ©1986 ASCII Corporation. ©1989 Nexoft Corporation.
Dinoriki™ is a trademark of Hudson Soft, USA, Inc. ©1987 Hudson Soft, USA, Inc.
Air Fortress™ is a trademark of Hal America, Inc. © 1988 Hal Laboratory Inc. ©1989 Hal America, Inc.
A Boy and his Blob™ is a trademark of Absolute Entertainment, Inc. ©1989 Absolute Entertainment, Inc.
Bump N Jump™ is a trademark of Vic Tokai, Inc. ©1988 Vic Tokai, Inc.
River City Ransom™ is a trademark of Technos Japan corporation. ©1989 Technos Japan Corporation
Casino Kid™ is a trademark of Sofel Corporation. ©1989 Sofel Corporation
Platoon™ is a traemark of Hemdale Films Corporation. ©1988 Sun Corporation of America
SNK Baseball Stars™ is a trademark of SNK Corporation of America. ©1989 SNK Corporation of America
8 Eyes™ is a trademark of Taxan USA Corporation. ©1988 Seta/Thinking Rabbit. ©1989 Taxan USA Corporation
Dash Galaxy & the Alien Asylum™ is a trademark of Beam Software, PTY Ltd. ©1989 Beam Software, PTY Ltd.
Adventures of Tom Sawyer™ is a trademark of Seta USA. ©1988 Seta USA
Cobra Triangle™ is a trademark of Nintendo of America Inc. ©1988 Rare Ltd. ©1988 Nintendo of America Inc.
Double Dragon II - The Revenge™ is a trademark of Technos Japan Corporation. ©1989 Technos Japan Corporation. ©1989 Acclaim Entertainment, Inc.
Festers Quest™ is a trademark of Orion Television, Inc. ©1989 Sun Corporation of America
Mystery Quest™ is a trademark of Taxan USA Corporation. ©1988 Carry Lab Mfg.
The Three Stooges™ is a trademark of Norman Maurer Productions, Inc. ©1988 Cinemaware Corporation
Super Mario Bros. 3® is a trademark of Nintendo of America Inc. ©1990 Nintendo of America, Inc.
Thundercade™ is a trademark of American Sammy Corporation. ©1989 American Sammy Corporation
720™ is a trademark of Atari Games Corporation. ©1986, 1989 Taragon
Silent Service™ is a trademark of MicroProse Software, Inc. ©1989 Ultra Software Corporation



© Copyright 1990 Brøderbund Software, Inc. All rights reserved.

U-FORCE CUSTOMER SERVICE:

(818) 501-3241

10 A.M. — 6 P.M. (Pacific Time)
Monday through Friday

Item # 91141/Part # 91141-012/R020
Printed in Hong Kong